USW PROJECT

Murder Mystery Game Generator

PROJECT GOAL

- Streamlit application that generates unique, engaging murder mystery dinner stories, designed for interactive gameplay with multiple players.

- Stories can be customized using various parameters.

WHAT IS A MURDER MISTERY DINNER?

- Murder Mystery Dinner is a themed dining experience that combines a meal with interactive roleplay.

- Participants engage in a scripted or improvised storyline, typically centered around a murder case.

KEY ELEMENTS

Theme and Setting:
- Each dinner has a specific theme, often set in different historical periods or fictional scenarios.

Characters:
- Guests are assigned characters to play, each with their own background stories and secrets.

Plot:
- The plot generally involves a murder mystery that the guests need to solve.

Clues:
- Guests receive clues throughout the event, sometimes hidden or revealed through interactions and scripted events.

THE PROCESS...

1. Introduction
- Each guest receives a character assignment with background information (secret information) and objectives.
- Each guest introduces themselves in their role with an introductory text.

2. Opening scene
- A fictional murder is announced

THE PROCESS..

3. Investigation phase
- Guests interact in character, gathering clues and exchanging information.
- Guests are not allowed to lie if asked questions.

4. Mistery solving
- Guests analyze the clues and work towards solving the murder.
- Everyone shares their theories on the murderer's identity and motive.

5. Reveal and conclusion
- Final reveal of the murder case

REQUIRED DATA

General:

- Story (Introduction and resolution part)

User/Role:

- Role description

- Introductory text

- Secret information (about themselves)

- Information (about other roles)