CLUEDO

This document is the HELP manual for our CLUEDO game we developed this year during COOPOO courses. You will be able to find inside all the information concerning the game so, if you are stuck at some point, this manual might hold what you need.

Here is the starting interface where you can choose your player name and the difficulty level of your game:


The difficulty level you choose will define the time you will have at the start of the game to solve the enigma:

- EASY LEVEL: start with 100% time left
- MEDIUM LEVEL: start with 75% time left
- HARD LEVEL: start with 66% time left

If you missclick your level difficulty choice, you can still modify it by clicking on the "Change player" button.

# Here is the whole in-game interface, it is precisely described below:
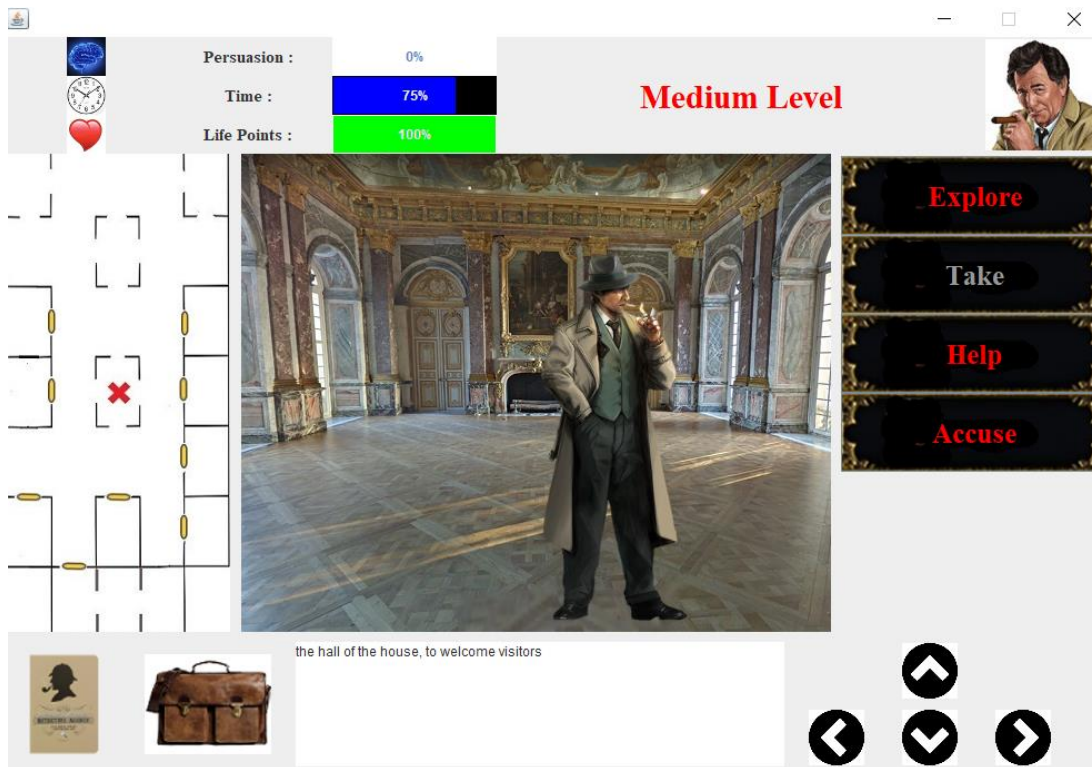
At the left of the interface, there is the map of the castle with your current position marked with a red cross:
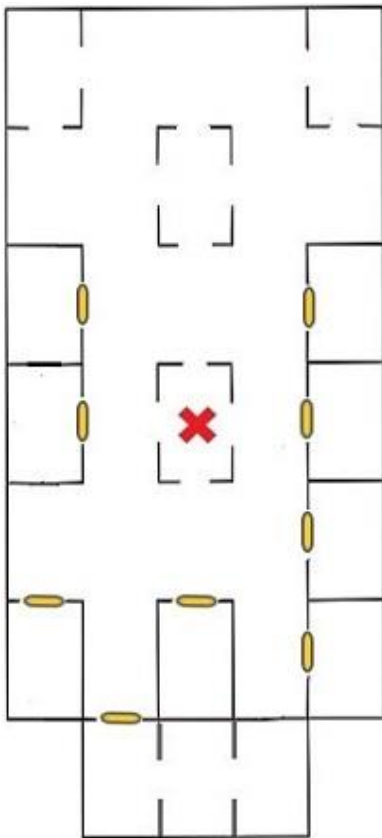
At the top of the interface you have:

- Your persuasion points (when you have enough persuasion points to unlock new speeches, the bar color changes, from blue to orange).
- Your time left (if it goes down to 0%, the killer escapes, and it is GAME OVER)
- Your life points (if you have 0% of life points, you die, and it is GAME OVER)

🧠	Persuasion :	0 %
🕐	Time :	100 %
❤️	Life Points :	100 %
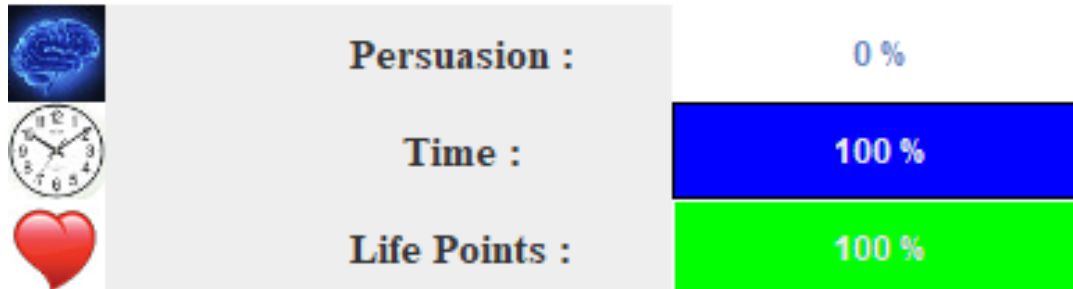
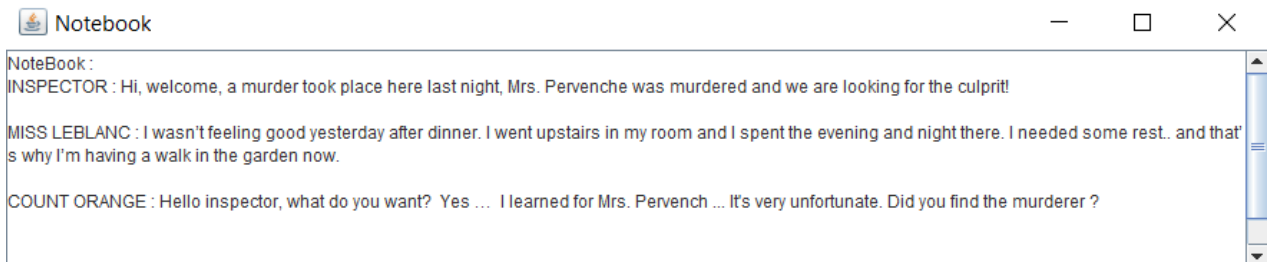## On the middle you can see the room you are currently in:

- In some rooms, there is a character. To interact with a character, you must click on him/her.

## At the bottom left of the interface, there is your notebook:

- By clicking onto it, you can find all the discussions that you previously had during your game.

Notebook — □ ✕

NoteBook :
INSPECTOR : Hi, welcome, a murder took place here last night, Mrs. Pervenche was murdered and we are looking for the culprit!

MISS LEBLANC : I wasn't feeling good yesterday after dinner. I went upstairs in my room and I spent the evening and night there. I needed some rest.. and that's why I'm having a walk in the garden now.

COUNT ORANGE : Hello inspector, what do you want? Yes … I learned for Mrs. Pervench ... It's very unfortunate. Did you find the murderer ?

Next to your notebook, there is a bag that corresponds to your inventory:

- By clicking onto it, you can access your inventory:

Inventory — □ ✕
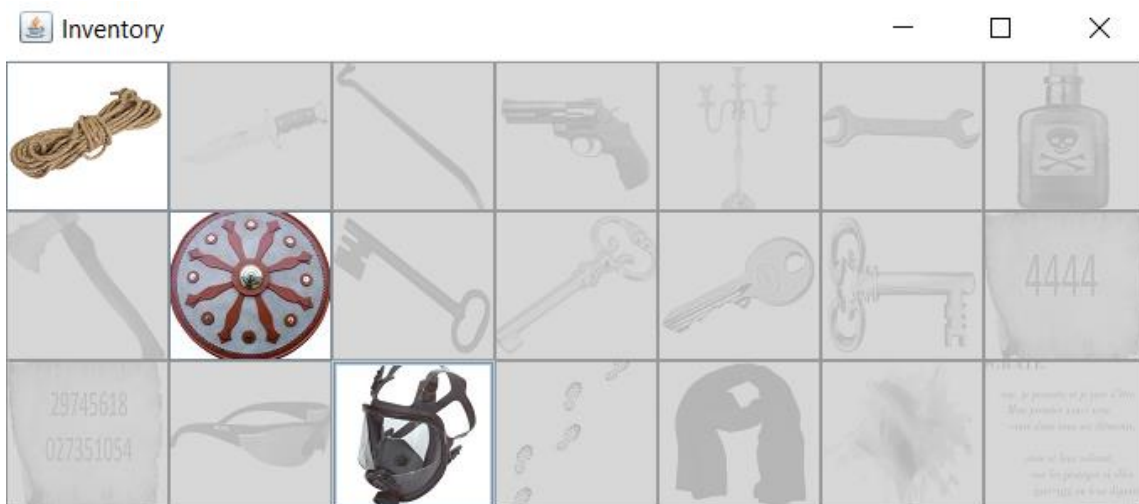
You found a gas mask from the second world war. Why it is here ? Nevermind, it can be useful at some point.

- If you click onto an object image, the description of this object will appear at the bottom of the window in red font.
- Object already collected are clickable, object that are not collected yet are on a grey background and are not clickable.

At the bottom right of the interface, there are the four direction arrows that allow the player to move to the different rooms and explore the castle.

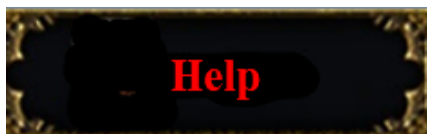Be careful, you will be losing time each time you make a move!

At the right of the interface, 4 action buttons can be used:

- This will make you explore the room. It will reveal if there are objects to take in your current location, but it will not make you take these.
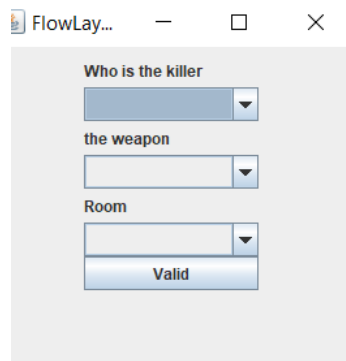

- This will allow the player to take the items previously revealed with the explore button.

- With this button, you will have access to this document.

- This button will be the most important one. You can only win the game if you discover who is the killer, with what item he or she has committed the murder and in which room. You can only access this button when you are in the main hall (the room where you start the game) and a wrong accusation will cost you a lot of time so, use with caution.

- Here is the interface where you can choose between the different answers.