Final Project

Team-Name

9/10

10 January 2014

**Project Description**

Our game is a remake of the classic board game Clue. The target audiences will be Magnet students and teachers, especially Ms. Gerstein. The game will be Magnet-themed with Magnet teachers, Magnet rooms, and Magnet inspired weapons.

The suspects will be Ms. Gerstein, Mr. Sanservino, Mr. Moskowitz, Mrs. Kipp, Mrs. Monroy, and Mrs. Valley.

The rooms will be the Auditorium, the Fitness Center, the MMC, the New Room, the Senior Lounge, Mrs. Valley's Room, Mrs. Pinto's Room, Mr. Pantaleo's Room, the Freshman Tech Room, and the Office.

The weapons will be an ID, a Whirligig, a Deafening Bell, Blinky the Robot, an Exploding Printer Jam, a Null Pointer Exception, a Supervolcano, and An Answer That Wasn't In The PDF.

**Game Set-Up**

There will be 4 players: 1 human player and 3 computer players. At the beginning of the game, the player receives 5 digital cards. Each card will have a picture of one of the following: a suspect, a room, or a weapon. One of each of those types of cards has been previously set aside as the murderer, the crime scene, and the weapon used. The player will have a digital notesheet where he or she can eliminate suspects, weapons, and rooms.

**Game Play**

Each turn, the player will roll two dice and move the specified number of spots using the arrow keys. The player cannot occupy or move through a space occupied by another player. If the player goes into a room, he or she can make a suggestion. Alternatively, if someone is in a room with a portal, he or she can choose to not roll and immediately jump into the connected room and make a suggestion. When suggesting, the player will pick one suspect, one room, and one weapon. The next player will try to disprove that suggestion. If that player has proof that the suggestion was wrong, he, she, or it will show one card to disprove the suggestion to only the player that made the suggestion. If they cannot disprove it, the next player will try. After a suggestion, the player can mark what they learned on their notesheet. After a suggestion or if the player cannot make it into a room with the number he or she rolled, the turn is over.

When a player is ready to definitively identify the murderer, crime scene, and weapon, he or she must go to The Office to accuse. Only one accusation can be made per game. The player will make their accusation, and if they are correct, they will win the game. If the accusation is wrong, they lose.

**Roles**

* Project Manager - Claire Heffernan
* Code Monkey - Yolanda Zhou
* Quality Assurance Bug Tester - Ruthy Levi
* Graphic Designer - Michael Kelleher
* UI Designer - Surbhi Sheth