**Intro Page**



**Game Window (opened by button on Intro Page)**



**Ending Page (Opens in game window)**



**Map**



**Layout**

* All pages use Lucida Console on everything (including inputs), falling back on Courier New, Courier, Arial, or any available sans-serif font.
* Most text uses the default font settings.
* <h1> elements used for the game’s title on the Intro Page and the Title area of the Game Window.
* <h1> settings:
  + 48pt
  + Aligned right
  + Top and right margins of 10 pixels each
  + Dark red
* <h2> elements used as a subtitle on the Intro Page and the Title area of the Game Window.
* <h2> settings:
  + 14pt
  + Aligned right
  + Top margin of -65 pixels to place it over H1
  + Right margin of 10 pixels
  + Grey (Light grey used for the intro page)
* <h3> elements used for headings in the intro text.
* <h3> settings:
  + Grey background
  + White text
* <p> elements used for most text (intro text, ending text, feedback text).
* <p> settings:
  + Left and right margins of 10 pixels
  + Additional “Story” class that adds a text indent of 40 pixels
* Inputs (buttons etc):
  + Black background
  + White text
  + No border
* Logo image:
  + Margin of 15 pixels all around
  + Requires an image size of 70 x 70 as a result
* Links:
  + Room (Black text on a lime green background)
  + Clue (White text on a dark blue background)
  + Above when hovered over (Black text on red background)
  + Answer link (White text, no background)
  + Answer link when hovered over (Red text, no background)
* Alerts:
  + General alert (White text, black background)
  + Correct answer alert (Black text, lime green background)
  + Wrong answer alert (Black text, red background)

**Function & Content**

* Map is interactive. All rooms are shown in dark green except for the one the player stands in. As the player visits each room, that room with turn light green and can then be clicked to “fast travel” to that room without having to go through every other room in between.
* Feedback area updates by using the data in one of two arrays: Clue or Room. This update depends on what kind of link is clicked.
* Links are not <a> elements. Instead, they are <span> elements with an onClick() call to the required Javascript function. CSS sets the mouse pointer to the hand icon when hovered.

**File Structure**

* index.html
* GamePage.html
* EndingPage.html
* [CSS]
  + AllPages.css
  + IntroLayout.css
  + GameLayout.css
  + EndLayout.css
* [JS]
  + FrontPage.js
  + GamePage.js
  + Rooms.js
  + Clues.js
  + Endings.js
* [Images]
  + BannerBG.png
  + EndBGDarkRed.png
  + EndBGRed.png
  + FeedbackBG.png
  + Logo.png
  + LogoBG.png
  + MapBG.png
  + ScoreBGLeft.png
  + ScoreBGRight.png
  + SuspectBG.png