

HELP NOTEPAD ANSWER RESET

CORRECT WRONG GUESS FINAL ACCUSATION

- I envision there being 8 total buttons (same as the ones drawn above) that the user can interact with

- ↳ HELP would show the instructions for the game
- ↳ NOTEPAD would display a notepad the user can take notes on
- ↳ ANSWER would take the user to the end of the game and display the final answer (more for debugging and grading purposes)
- ↳ RESET will start the game from the beginning
- ↳ CORRECT and WRONG would change the color from green and red, respectively, and used to fill the detective's notebook
- ↳ GUESS and FINAL ACCUSATION would be used for the user to make their guesses.

Rooms				
Hall				
Lounge				
Dining Room				
Kitchen				
Ball Room				
Conservatory				
Billiard Room				
Library				
Study				
Suspects				
Col. Mustard				
Prof. Plum				
Mr. Green				
Mrs. Peacock				
Miss. Scarlet				
Mrs. White				
Weapons				
Knife				
Candlestick				
Revolver				
Rope				
Lead Pipe				
Wrench				

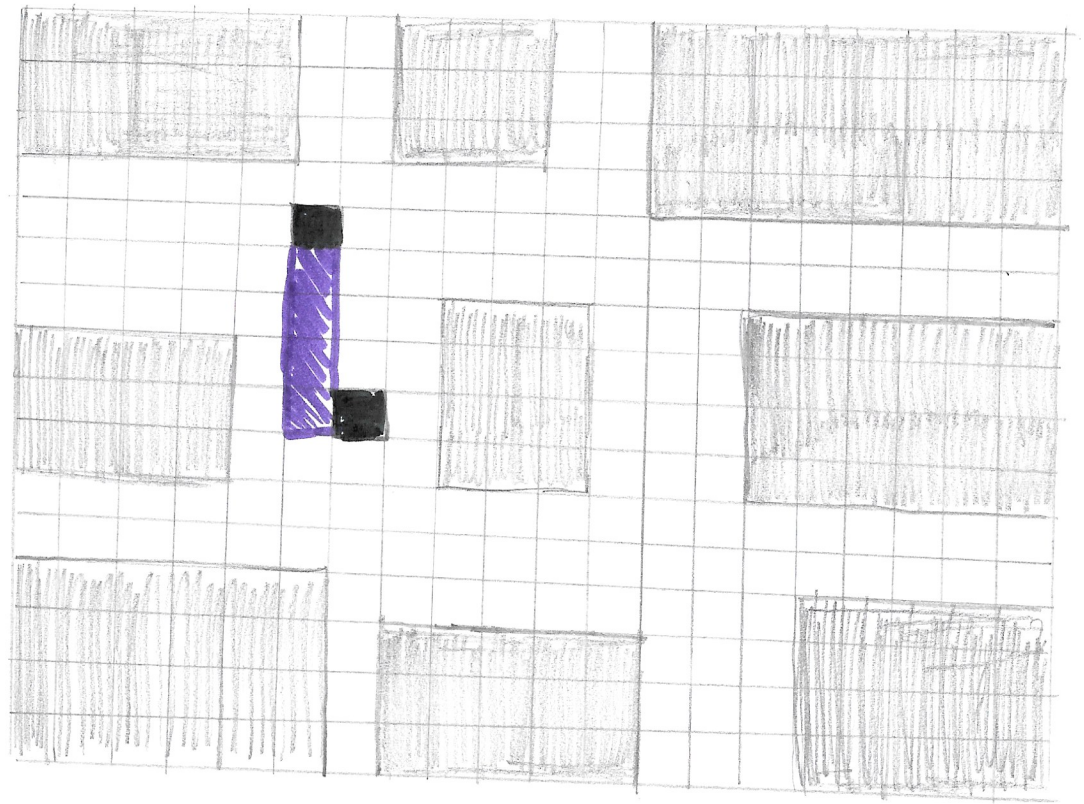
The second part the user can interact with is the detective's notebook. They can use this to keep track of their guesses, answers, and thoughts in general. They can fill out one column of the grid using red or green colors, indicating wrong and right.

PLEASE choose your player color  
(black, white, green, blue, red, purple)

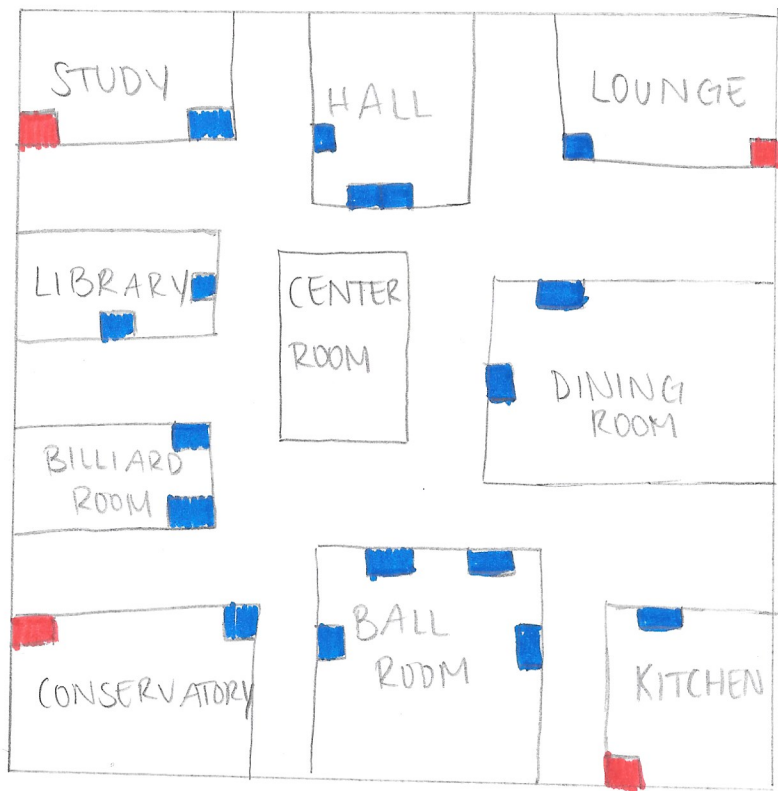
"Input"

click on one of the brown  
squares to choose your starting  
location

At the start of the game the  
user will receive two messages.  
The first will allow them to  
input color of their choice to  
act as their character. The second  
will prompt them to choose their  
starting location on the board.



The next thing the user will be  
able to do is click on the location  
they wish to go to. The board will  
light up the path they must take  
to their, or return a message saying  
the move is illegal (ie. player moved  
too many spaces, is going through a  
room, etc)



The second aspect of the board the user will interact with is the rooms, doors (blue), and secret passages (red).

They will travel around the board, attempting to enter rooms, however they can only enter using the doors. They also may use the secret passages in the corner rooms to travel between them in one move, rather than across the board in multiple moves.

MAKE A GUESS!

ROOMS

CLEAR

Study

Hall

Lounge

Library

Billiard Room

Conservatory

Ball Room

Kitchen

Dining Room

WEAPONS

Knife

Candle Stick

Revolver

Lead Pipe

Rope

Wrench

SUSPECTS

Mustard

Plum

Green

Peacock

Scarlet

White

The last part the user will interact with is the above screen which will appear when the user wishes to make a guess. Cards with each of the options will appear and the user will be able to click on only one in each category to make their guess. There will also be a "clear" button in case the user wishes to change their selection.