**Murder Mysteries Game**

Welcome to the **Murder Mysteries Game**, an interactive Flutter application where players explore gripping storylines and unravel mysteries to identify the killer. With two storylines to choose from, players must make choices, uncover alibis, and, ultimately, guess the culprit.

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**About the Project**

The **Murder Mysteries Game** is an immersive decision-based game built using **Flutter** and powered by **Firebase Firestore**. Players navigate through a series of nodes, each presenting choices that reveal more about the story. The objective is to deduce who the killer is based on clues, alibis, and evidence presented throughout the story.

This project was developed as part of a coursework assignment, showcasing skills in Flutter development, Firebase integration, and decision-based UI/UX design.

**Features**

* **Interactive Storylines**:
  + Two gripping murder mystery plots: "The Politician's Demise" and "The Tragedy on the Balcony."
  + Players explore the story by selecting options and uncovering clues.
* **Dynamic Node Navigation**:
  + Story progression is powered by a CSV-based node system or Firebase Firestore.
* **Guess the Killer**:
  + Players can test their deduction skills by guessing the killer.
  + Success or failure takes players to dynamic results screens.
* **Firebase Integration**:
  + Data is stored and retrieved from Firebase Firestore for scalability and real-time updates.

**Technologies Used**

* **Flutter**:
  + Cross-platform framework for building beautiful, interactive UIs.
* **Firebase**:
  + Firebase Core: For initializing and integrating Firebase services.
  + Firebase Firestore: Cloud-based NoSQL database for storing storylines and nodes.
* **Dart**:
  + The programming language used for Flutter development.

**How to Play**

1. **Select a Storyline**:
   * On the main screen, choose between "The Politician's Demise" or "The Tragedy on the Balcony."
2. **Make Decisions**:
   * Navigate through nodes by selecting one of two choices presented on the screen.
3. **Guess the Killer**:
   * Use the clues and alibis presented to guess the culprit by selecting "Guess the Killer."
4. **Win or Lose**:
   * A correct guess leads to a victory screen, while an incorrect guess returns players to the main screen to try again.