

# NOTES

## "Untitled" Text based Murder Mystery Requirement List



# NOTES

## Tutorial

- Provide tutorial for the user to introduce them to the controls/mechanics. Provided in a menu. Can be accessed anytime through a command.

## Random generation

- Randomly generate murderer, victim, suspects ensuring a unique experience each playthrough.

## Clue System

- Implement a system where players can discover clues by examining rooms, items and talking to suspects
- Clues need to be connected to the storyline.

## User friendly interface

- Ensuring that the user interface is user friendly, intuitive and easy to navigate. Following good HCI principles.

## Player interactions

- User should be able to interact with other characters to question them, interact with items and make choices
- Interact with the game by typing commands.

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## Multiple Paths

- Have multiple paths that have different endings based on the users choices as well as the selection of murderer / victim .
- Have options based on win / loss conditions

## Consistent design

- Maintain a consistent design and layout throughout the entire game to provide a cohesive experience

## Inventory Management

- Players Should have an inventory system to manage collected items / clues .
- Ability to examine items for further clues

## Text legibility

- text based game so the text needs to be legible
- Use clear fonts.

## Relatable Characters / emotional engagement

- Characters Should be relatable to enhance player immersion . Characters will be based on real life individuals which Should help to build that emotional engagement .
- Well defined personalities + humorous interactions between the characters .

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## Crime Scene Investigation

- Players Should be able to examine the crime Scene for Clues , including descriptions and Other elements relating to the murder
- Should be able to examine other rooms .

## Responsive to user input + error handling

- System must accurately respond to user Inputs , including Commands and Choice inputs .
- Must also interpret incorrect commands and give a error message response .

## Quick load times

- Game must not have long loading times in order to keep players engaged .

## Adaptive design

- User interface Should work on all browsers (if its decided to be a web app) and Should adapt to various screen sizes .

## Puzzles / Tasks

- Game must have puzzles / tasks that the player can complete in order to obtain clue or hidden information in dialogue options

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## Save / Load

- Users should be able to save and load their game to continue their investigation later on

## Authorization / Authentication

- Use robust mechanisms to hide vital gameplay information so that users can't cheat by changing parameters or view who is the murderer etc.

## Unique dialog Options

- Unique dialog options and interactions should be generated for each combination of murderer, victim, suspect.

## Progress Tracking

- System to track the user's progress of their investigation, including clues and any other relevant information

## Save Integrity

- ensure that the save game file remains intact and is not able to be modified

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## Investigation gameplay

- Investigation gameplay must be incorporated where players must make deductions based on clues gathered.
- Choices should impact the story and direction of the investigation
- tasks such as gathering evidence, questioning suspects and solving puzzles

## Hints

- Include hints system that gives subtle hints maybe by trading in a currency earned by solving puzzles.
- Ensure that hints are progressively relating to the story.

## Story line

- The game should have compelling murder mystery story with multiple suspects, clues and plot twists.
- Story should be engaging and maintain a high level of suspense and immersion
- Should be randomised to add to replayability

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## Quality of Story

- Storyline must be immersive with engaging characters and plot twists
- ensure that the narrative flows smoothly, maintaining player engagement and curiosity throughout the game