# Data files

The file starts with suspects, rooms, passages and weapons listed in a simplified YAML format: indentation creates groups, and items can either be “key: value” (creates maps) or “- value” (creates lists).

Suspects are key-value pairs mapping a single character to a name and a colour in the form “x: Name [colour]”. Rooms are similar, but don’t have an associated colour. For passages, the key is the starting room and the value is the room you teleport to, and weapons is a simple list of names.

A longer sequence of dashes signals the start of the board. The number of dashes must be equal to the width of the board. The board is defined on subsequent lines as a series of characters – each character represents one square. Lines can optionally end with a “|”. This is ignored, but is useful because many editors will complain about or silently delete spaces at the ends of lines.

In the board definition a “ ” (space) character represents space outside the board, a “.” character represents a corridor space and “\_” and “/” denote doors (as you might expect “\_” is a downward or upward-pointing door and “/” is a sideways-pointing door). Other characters are defined in the initial configuration: “room” characters show the area that a room covers, and “suspect” characters show the starting position of that suspect. My convention is to use uppercase letters for rooms and lowercase letters for suspects. The board ends either with another long series of dashes or when EOF is reached.

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suspects:

s: Miss Scarlett [red]

p: Professor Plum [purple]

e: Mrs. Peacock [blue]

g: The Reverend Green [green]

m: Colonel Mustard [yellow]

w: Mrs. White [white]

rooms:

S: Study

H: Hall

O: Lounge

L: Library

D: Dining Room

B: Billiard Room

C: Conservatory

A: Ballroom

K: Kitchen

passages:

Study: Kitchen

Lounge: Conservatory

Conservatory: Lounge

Kitchen: Study

weapons:

- Dagger

- Lead piping

- Revolver

- Rope

- Candlestick

- Spanner

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w g |

KKKKKK ...AAAA... CCCCCC|

KKKKKK..AAAAAAAA..CCCCCC|

KKKKKK..AAAAAAAA..CCCCCC|

KKKKKK..AAAAAAAA..\_CCCCC|

KKKKKK../AAAAAA/.. CCCC |

KKK\_K..AAAAAAAA.......e|

........A\_AAAA\_A....... |

.................BBBBBB|

DDDDD............./BBBBB|

DDDDDDDD.. ...BBBBBB|

DDDDDDDD.. ...BBBBBB|

DDDDDDD/.. ...BBBB\_B|

DDDDDDDD.. ........ |

DDDDDDDD.. ...LL\_LL |

DDDDDD\_D.. ..LLLLLLL|

......... ../LLLLLL|

m................LLLLLLL|

........HH\_\_HH...LLLLL |

OOOOOO\_..HHHHHH........p|

OOOOOOO..HHHHH/........ |

OOOOOOO..HHHHHH..\_SSSSSS|

OOOOOOO..HHHHHH..SSSSSSS|

OOOOOOO..HHHHHH..SSSSSSS|

OOOOOO s HHHHHH . SSSSSS|

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# UI

When you start the game you’ll be asked for the number of players, and tokens will then be assigned to them at random (?). Each turn, a slice of the board (maybe 7 squares high?) is shown. The player is told their dice roll and asked what they want to do. There are several ways players could input their movement, eg.

* Individual letters for directions (eg. “LLUL” = “move left 2, up 1, left 1”)
* Direction + number (eg. “left 2 up 1 left 1”)

There also needs to be a command to show players the entire board.

The board can be shown in a similar way to how it is defined in the config file, although box-drawing characters (<https://en.wikipedia.org/wiki/Box-drawing_character>) and block elements (<https://en.wikipedia.org/wiki/Block_Elements>) could be used to make it look better. It would also need to show the full names of rooms, weapons, etc.