

# Mystery Games Framework - Node Palette User Manual

Welcome to the Mystery Games Framework Editor! This manual provides a detailed explanation of each node type available in the Node Palette. Use these nodes to construct your interactive mystery narratives.

## Table of Contents

1. [Story Node](#)
  2. [Suspect Node](#)
  3. [Evidence Node](#)
  4. [Logic Node](#)
  5. [Terminal Node](#)
  6. [Message Node](#)
  7. [Background Audio](#)
  8. [Media Asset](#)
  9. [Action Button](#)
  10. [Identify Culprit](#)
  11. [Notification](#)
  12. [Question](#)
- 

### 1. Story Node

**Icon:** FileText (Blue)

The **Story Node** is the primary narrative building block of your game. It is used to display text, dialogue, or descriptions to the player.

- **When to use:** Use this whenever you need to advance the plot, describe a scene, or show conversation.
- **Examples:**
  - "Opening Scene description"
  - "Conversation with a Witness"
  - "Description of a spooky room"

### 2. Suspect Node

**Icon:** User (Red)

The **Suspect Node** represents a character in the mystery.

- **When to use:** Use this to define a person of interest. Players can interact with this node to view the suspect's dossier, check their alibi, and review their recent actions.
- **Examples:**
  - "Col. Mustard"
  - "The suspicious butler"
  - "Veronica (The Victim's Sister)"

### 3. Evidence Node

**Icon:** Search (Yellow)

The **Evidence Node** represents a collectible item found in the game world.

- **When to use:** Use this when the player discovers a clue. When encountered, this evidence is added to the player's inventory and can be referenced later by Logic Nodes to check if the player has found specific items.
- **Examples:**
  - "Bloody Knife"
  - "Encrypted USB Drive"
  - "Crumpled Note found in the trash"

## 4. Logic Node

**Icon:** GitMerge (Emerald)

The **Logic Node** controls the flow of the game based on specific conditions.

- **When to use:** Use this to create branching paths. You can check if a player has a specific item, has visited a certain node, or if a variable meets a condition. It supports 'If/Else' logic and 'While' loops (waiting for events).
- **Examples:**
  - "Check if the player has the 'Key Card' before opening the door."
  - "Wait until the player has successfully hacked the terminal."
  - "Branch the story: If the player accuses the Butler, go to Node A; otherwise, go to Node B."

## 5. Terminal Node

**Icon:** Terminal (Green)

The **Terminal Node** presents a hacking interface or a command-line challenge to the player.

- **When to use:** Use this to simulate a computer system or a lock that requires a password or specific command to bypass.
- **Examples:**
  - "Password Lock on a laptop"
  - "Database Query Interface"
  - "Security Override Sequence"

## 6. Message Node

**Icon:** MessageSquare (Violet)

The **Message Node** simulates an incoming digital communication.

- **When to use:** Use this to deliver hints, urgent plot updates, or messages from NPCs outside the immediate scene. It mimics an email, SMS, or radio transmission.
- **Examples:**
  - "Anonymous Tip via SMS"
  - "Briefing from HQ"
  - "Threatening Text Message"

## 7. Background Audio

**Icon:** Music (Pink)

The **Background Audio Node** sets the mood of the scene.

- **When to use:** Use this to change the background music or ambient sound. The specified track will loop while this node is active.
- **Examples:**
  - "Suspense Theme for a crime scene"
  - "High-energy Action Music for a chase"
  - "Eerie Silence"

## 8. Media Asset

**Icon:** ImageIcon (Orange)

The **Media Asset Node** displays a visual element to the player.

- **When to use:** Use this to show an image or video that provides visual context or clues.
- **Examples:**
  - "CCTV Footage (embedded YouTube/Video link)"
  - "High-res photo of the Crime Scene"
  - "Scanned image of a secret document"

## 9. Action Button

**Icon:** MousePointerClick (Indigo)

The **Action Button Node** creates an interactive choice for the player.

- **When to use:** Use this to create branching options or points of interaction. It presents a button that the player must click to proceed.
- **Examples:**
  - "Open Door"
  - "Talk to Witness"
  - "Examine key under the mat"

## 10. Identify Culprit

**Icon:** Fingerprint (Red-600)

The **Identify Culprit Node** is a special challenge node, usually for the endgame.

- **When to use:** Use this when the player is ready to solve the case. It prompts the player to select the guilty suspect from a list of all encountered suspects. Success typically triggers the end of the game.
- **Examples:**
  - "Final Accusation"
  - "Who killed the victim?"

## 11. Notification

**Icon:** Bell (Sky)

The **Notification Node** shows a modal popup to alert the player.

- **When to use:** Use this for meta-game information, tutorial tips, or critical alerts that pause the game flow until acknowledged.
- **Examples:**
  - "Achievement Unlocked: Master Detective"

- "System Alert: Security Breach"
- "Tutorial Tip: Click on items to examine them"

## 12. Question

**Icon:** HelpCircle (Fuchsia)

The **Question Node** presents a quiz or specific question to the player.

- **When to use:** Use this to test the player's knowledge or deductions. You can define single or multiple correct answers.
- **Examples:**
  - "Riddle: What has keys but no locks?"
  - "Knowledge Check: What was the time of death?"
  - "Code Decryption challenge"

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*This manual was generated for the Mystery Games Framework.*