Cluedo

This project is a Python-based simulation of the classic board game "Cluedo" (also known as "Clue" in North America), where players deduce the details of a murder: the perpetrator, the weapon, and the location.

Features

- Game Board Representation: The board.py module defines the game's board layout and manages room connections.
- Character Management: The characters.py module specifies the game's characters and their attributes.
- Game Logic: The game_logic.py module handles the core mechanics, including movement, suggestions, and accusations.
- Player Interaction: The player.py module manages player-specific data and actions.
- Main Execution: The main.py script initializes the game and orchestrates gameplay flow.

Getting Started

Prerequisites

Before running the Cluedo game, ensure the following prerequisites are met:

- Python: Python 3.8 or higher must be installed.
- Pip: The Python package manager should be available to install dependencies.

Dependencies

The game requires the following Python libraries:

- None (All code is implemented without external dependencies).

Installation Steps

1. Clone the Repository: To download the Cluedo project, open a terminal and run:

   git clone https://github.com/gc395/Cluedo.git

2. Navigate to the Source Code Directory: Change into the project's root directory:

   cd Cluedo

3. Run the Game: Execute the main game script to start the Cluedo game:

   python main.py

Usage

Once the game starts, follow the on-screen instructions to play. Players will take turns making moves, entering rooms, and making suggestions or accusations. The objective is to solve the mystery by correctly identifying the culprit, weapon, and location.

Contributing

Contributions are welcome! Please fork the repository and create a pull request with your enhancements or bug fixes.

License

Acknowledgements

This project was inspired by the classic "Cluedo" board game.