Player enters Website:

* Log on / register?
* If not in a game, enters lobby
* Lobby asks which game to join (tells how many players are in the lobby).
* Can also ask to create a game and specify number of players. Game creator is Miss Scarlet (she starts first)

Player enters Pre-Game:

* Board Layout/ Clues
  + Case File CONFIDENTIAL placed on side of board.
* Choose what character.
* Each player readys up to begin game.

Before Start Game:

* Players start on their home square. May only move into adjacent hallway
* Remaining cards are distributed to everybody. Player sees this as a list.
* Player will have textual detective notebook that they can check off their cards. (lower pri, can be done manual).

Middle of Game:

* Player enters room and makes Suggestion
  + Suggestion box to the right with a pulldown of the weapons and people you can accuse.
  + Once suggestion is made, person to the left receives a pop up asking them if they have X cards in hand and if not then hit pass.
  + If no one has cards then alert users that suggestion remains unanswered. If someone disproves suggestion, alert users that player X disproved suggestion.
  + Same player also has the option to now make an accusation (can be done at beginning too).
  + If no accusation and suggestion is done, then move on to player to the left.
* Player makes an accusation
* On failed accusation, player is marked as failed

End Game

Direction

* Move 1 space or diagonal to across room if it’s possible.
* Player will move by highlighting the room they want to go to.
* If player is blocked in room, then move passes but player can still make a suggestion.