# CLUE: The Retro Mystery — Game Specification Documents

## GENERAL GAME SPEC — “CLUE: The Retro Mystery”

### 1. Overview / Purpose

Solve a murder mystery immersed in the retro, point-and-click world of CLUE. Explore the mansion, talk to suspects, find hidden objects, and uncover the truth — all through intuitive mouse-based exploration and dialogue-driven deduction.

Elevator Pitch: A short, atmospheric mystery experience inspired by CLUE where every click brings you closer to the killer. One mansion, five suspects, and countless secrets.

### 2. Scope

Included:

- Six Classic CLUE Rooms (Study, Kitchen, Ballroom, etc.)  
- Mouse-based interaction system  
- Dialogue system with branching responses  
- Five voiced suspects  
- Hidden interactables and collectible clues  
- Retro-style audio/visual presentation  
- Dynamic dialogue based on collected items  
- Final accusation mechanic (choose the culprit)

Excluded:

- Multiplayer or network play  
- Randomized murderer/dialogue  
- Multiple weapons or randomized item placement  
- Procedural generation

### 3. Functional & Non-functional Requirements

Functional:

- Player can move between rooms by clicking doors or stairs  
- Player can interact with objects and characters via mouse clicks  
- Player can collect and store specific items in an inventory  
- Inventory persists between scenes  
- Dialogue options unlock based on collected clues  
- Player can make a final accusation to complete the game

Non-functional:

- Art style and UI evoke 1990s point-and-click adventure aesthetics  
- Simple, readable font and interface for clarity

## NAVIGATION SPEC — “Mansion Exploration System”

### 1. Overview / Purpose

The navigation system provides a seamless, point-and-click method for moving between rooms within the mansion. Each room offers unique clues, interactables, and suspects.

Elevator Pitch: Click your way through the mansion’s twisting halls and hidden passages to find the truth — one door at a time.

### 2. Scope

Included:

- Click-to-move transitions between rooms (doors, stairs, hidden passages)  
- Individual scenes for each CLUE room  
- Hotspot-based object interaction (highlight on hover or clickable indicator)  
- Hidden passages unlockable via discovery or inventory conditions  
- Room-to-room persistence of player inventory and state  
- Basic scene transition animations or fades

Excluded:

- Freeform 3D movement  
- Minimap or fast-travel system  
- Pathfinding beyond direct scene links

### 3. Functional & Non-functional Requirements

Functional:

- Clicking a doorway triggers transition to corresponding room scene  
- Hidden objects can be revealed through specific interactions  
- Room state (visited/unvisited, items collected) persists in GameManager  
- Hidden passages unlock only when discovery conditions are met

Non-functional:

- Transitions should be quick (<2 seconds)  
- Visual cues (e.g. cursor change, glow, or label) indicate clickable exits  
- Smooth ambient audio transitions between scenes

## DIALOGUE SYSTEM SPEC — “Suspect Interaction”

### 1. Overview / Purpose

The dialogue system is a branching, inventory-aware interaction system that drives the investigation. Conversations adapt based on player discoveries.

Elevator Pitch: Talk your way to the truth — suspects remember what you’ve found, and what you choose to say might change their story.

### 2. Scope

Included:

- Clickable suspect portraits to open dialogue menus  
- Dialogue options that unlock based on items found or rooms explored  
- Voiceover playback for every line  
- Dialogue trees stored in structured data  
- Basic “trust” or “knowledge” tracking for dynamic lines  
- Endgame accusation dialogue path

Excluded:

- Fully dynamic emotional AI or facial animations  
- Voice branching beyond preset options  
- Complex relationship simulation

### 3. Functional & Non-functional Requirements

Functional:

- Player can click a character to open a dialogue UI  
- Dialogue options dynamically populate based on player progress  
- Selecting an option triggers audio and text playback  
- System supports conditional branches (e.g. if player has “Key” item, unlock “Ask about study”)  
- Supports returning to previous dialogue choices or exiting conversation

Non-functional:

- Voiceover synced with text pacing  
- Dialogue UI should fit retro aesthetic  
- Conversation flow should be fast and readable (<5 clicks per branch on average)