Console Game: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Player is a small-town detective who’s been assigned to a murder scene: the local bar, \_\_\_\_\_\_\_\_\_\_\_ in rural \_\_\_\_\_\_\_\_\_, \_\_\_. A long-time local resident, \_\_\_\_\_\_\_\_\_\_\_, had just finished a beer, when he suddenly fell off of his stool. Fellow patrons rushed to help him back up thinking he’d lost his balance, only to find that he was dead! Detective Player’s job is to find out who did it, and fast!

Challenge ideas:

Only have so many inputs to figure out who did it! (simulate Time Constraint)

1. Each action is assigned a point value; when player reaches threshold, player has to make a decision/finish the game
2. Player only has so many actions to be able to use (counter)

CHARACTERS:

Victim

Name:

Age:

Occupation/Workplace:

Suspects

Suspect 1

Name:

Age:

Occupation: Homemaker

Relationship to victim: Wife

Suspect 2

Name:

Age:

Occupation:

Relationship to victim: Co-worker

Suspect 3

Name:

Age:

Occupation:

Relationship to victim: Town crazy, acquaintance

Witness 1

Name:

Age:

Occupation: Bartender

Role: Served victim

Witness 2

Name:

Age:

Occupation: Engineer

Role: Tried to help victim

Witness 3

Name:

Age:

Occupation: Bouncer

Role: Was there

LOGIC:

1. Interview

A) Suspect (1, 2, or 3)

B) Witness (1, 2, or 3)

1. Run Background Check

A) Suspect (1, 2, or 3)

B) Victim

1. Warrant
2. Suspect’s phone (1, 2, or 3)
3. Suspect’s home (1, 2, or 3)

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_MAKE YOUR GUESS\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. The forensics have come back! – logic check to see if the user was correct in their deduction
2. Beer bottle
3. Stomach contents
4. BAC
5. Fingernails

SUSPECT INTERVIEW:

Alibi: Tell me about your alibi for the night of the crime.

Suspect 1 (ex): At home seething, he went out to the bar *again!* I was home alone, washing the dishes. Someone has to clean up and it certainly wasn’t going to be him.

Suspect 2 (coworker): I was at the bar, sitting a few seats down from (victim) trying to ignore him! I wish there was any other bar to go to in this town where I could go to drown my sorrows… I don’t know why the boss gave (victim) the promotion after that crap he pulled a couple years ago. My buddy met me there after work.

Suspect 3 (crazy): I was trying to get (victim) to buy me another beer. He bought me one last time! The bouncer kicked me out, so I was panhandling outside the bar to see if someone would give me beer money. I was just trying to get (victim) to buy me a beer by any means necessary!

Grudge: Did you have a grudge against (victim)?

Suspect 1: He’s a good-for-nothing scoundrel who goes out to the bar too much! There’s no way he’s not cheating on me, gone until all hours of the night.

Suspect 2: The boss gave (victim) the promotion I worked so hard for, even after his check fraud incident and coming into work drunk!

Suspect 3: We kinda got into it a year or so ago when I just wanted another beer the last time he bought me a beer. He could afford it! I saw all that cash in his wallet!

Anything\_Suspicious: Did you notice anything suspicious around the time that (victim) fell?

Suspect 1: Nope, wasn’t there.

Suspect 2: He was wobbly because he’s a stupid drunk! This is the only bar in this town! I couldn’t avoid him!

Suspect 3: I didn’t do nothin’!

Interaction: Did you happen to see (suspect) interacting with (victim) at any point?

Suspect 1: Nope, I wasn’t there.

Suspect 2: I was trying to ignore him. I don’t remember seeing his wife there. There’s no way he would bring her, they can’t stand each other.

Suspect 3: I’d have remembered seeing a lady in the bar! (Suspect 2) pointed and whispered to the person sitting next to him… we made eye contact when (victim) bought me a beer.

WITNESS INTERVIEW:

Interaction\_Suspect1: Did you happen to see (suspect1) interacting with (victim) at any point?

Witness 1: Nope, I didn’t see (suspect 1). I used to call her to come get (victim), but at this point, she won’t come get him anymore.

Witness 2: No, there wasn’t a woman with him, but I couldn’t help but notice he was having a pretty animated phone conversation for a minute there… maybe it was her?

Witness 3: I literally have to talk to every single person when they come in; I don’t remember.

Interaction\_Suspect2: Did you happen to see (suspect2) interacting with (victim) at any point?

Witness 1: I couldn’t help but overhear him talking to (witness 2) about how much he hated his co-worker who got the promotion he was supposed to get, and how the boss said if (victim) quits, he’ll backfill him, but that’s not good enough, blah blah blah....

Witness 2: I was there with (suspect 2) – we’re friends. (Suspect 2) talked crap about (victim) all night, but didn’t want to go anywhere near him. (Suspect 2) cringed every time (victim) walked past to go to the bathroom.

Witness 3: My back was to them; didn’t see anything.

Interaction\_Suspect3: Did you happen to see (suspect 3) interacting with (victim) at any point?

Witness 1: I warned him not to buy (suspect 3) a beer… he didn’t listen. (Suspect 3) is crazy.

Witness 2: I saw him buy that scruffy guy a beer, and he got mad when (victim) wouldn’t buy him another one and the bouncer ended up kicking him out.

Witness 3: Ugh, that guy… you buy him a beer once, and you’ll never hear the end of it! He was harassing (victim) to buy him another beer. I was afraid he was going to get violent on another patron, so I kicked him out. Unfortunately, I can’t make him stop asking people outside for beer money.

Anything\_Weird: Anything you happen to remember that stands out to you? Even something small?

Witness 1: Actually, yes, now that you mention it. It sure seemed like (victim) had to go to the bathroom a lot. At the time, I didn’t think anything of it because he could’ve pre-gamed for all I know; but in hindsight, maybe he was a bit sickly?

Witness 2: A dude literally keeling over and dying was pretty weird. He was my buddy’s arch-nemesis and all, but I couldn’t just not try to help.

Witness 3: What weirdo would tease a guy by buyin’ him a beer, and say no to keepin’ the buzz goin’?! That’s weird I tell ya!

BACKGROUND CHECKS:

(Victim)

“PUBLIC NUISANCE \n

MISDEMEANOR: GUILTY \n

10/4/2021 \n

(town, state) \n”

“\n” +

“PUBLIC INTOXICATION \n

MISDEMEANOR: NOT GUILTY\n

6/10/2020\n

(town, state) \n” +

“\n” +

“CHECK FRAUD \n

MISDEMEANOR: GUILTY \n

3/20/2018\n

(town, state) \n”

(Suspect 1)

NO CRIMINAL HISTORY

(Suspect 2)

NO CRIMINAL HISTORY

(Suspect 3)

“ASSAULT \n

FELONY: GUILTY \n

10/24/2021 \n

(town, state) \n” +

“\n” +

“PUBLIC NUISANCE \n

MISDEMEANOR: GUILTY \n

10/4/2021 \n

(town, state) \n” +

“\n” +

“ASSAULT \n

FELONY: GUILTY \n

2/24/2021 \n

(town, state) \n” +

“\n” +

“PUBLIC INTOXICATION \n

MISDEMEANOR: GUILTY \n

2/24/2021 \n

(town, state) \n” +

“\n” +

WARRANT (random chance whether or not it will work):

Switch: got good lead, got misleading information

Hack into suspect’s phone

Suspect 1:

Phone:

Text message telling (victim): “Whatever. I know you won’t be coming home tonight.”

Voicemail from pharmacist: “Your prescription is ready to be picked up. Be careful when you take this!”

Busted (game over)

Suspect 2:

Text message to (witness 2): “I overheard that jerk on the phone with his wife. She sounded even more pissed than I am.”

Notepad: “I HATE HIM I HATE HIM I HATE HIM! Maybe I’ll find a way to “make him” quit.”

Busted (game over)

Suspect 3:

No phone to check because he lost it when he was drunk… try again!

Break into suspect’s home

Suspect 1:

Interesting looking plant with dirty muddler sitting out on the counter

Love note signed with someone’s name who isn’t (victim)

Busted (game over)

Suspect 2:

(Victim)’s permanent employee record… with his wife crossed out as the emergency contact

(Victim)’s picture on a dart board with several holes

Busted (game over)

Suspect 3:

(Victim)’s business card with woman’s name and phone number on the back

List of names entitled “People who have bought me beers” with some names, including (victim)’s, underlined

Busted (game over)

Functional goal: The wife is guilty of killing her husband (victim) by poisoning his dinner before he left for the bar.

Stretch goal: Make game generate different outcome so that a different person is guilty every time

FORENSIC TESTING

If (suspect 1) is guilty: Stomach contents contained (poisonous plant) in numbers so radical that there is no way this could have been an accident. How convenient that (suspect 1) had that very plant in her kitchen.

If (suspect 2) is guilty: (Suspect 2’s) fingerprints were found on the bottle and rat poison in (victim)’s stomach; when confronted with this information, (suspect 2) confesses that he opportunistically switched out (victim)’s beer spiked with rat poison during the scuffle with (suspect 3).

If (suspect 3) is guilty: During the scuffle with (victim), (suspect 3) unknowingly gave him a brain injury, resulting in his sudden death.

If TWIST ENDING! – no one is guilty – (victim) had a brain aneurism from drinking too much.

    //System.Console.WriteLine($"\_\_\_\_\_\_\_\_Which question would you like to ask {}?\_\_\_\_\_\_\_\_\_\_");

    // Console.Clear();

    //     while (true)

    //     {

    //         Console.WriteLine(

    //         $"\_\_\_\_\_\_\_\_Which question would you like to ask {}?\_\_\_\_\_\_\_\_\_\_\n\n" +

    //         "1. Where were you on the night of the incident?\n" +

    //         "2. Did you hold a grudge against (victim)\n" +

    //         "3. Did you see anything suspicious around the time that (victim) fell off his stool?\n" +

    //         "4. Did you see any of (victim)'s interactions with other suspects?/n");

    //     string selection = Console.ReadLine() ?? "";

    //     switch (selection)

    //     {

    //         case "1":

    //             break;

    //         case "2":

    //             //

    //             break;

    //         case "3":

    //             //

    //             break;

    //         case "4":

    //             //

    //             break;

    //         case "0":

    //             return;

    //         default:

    //             Console.WriteLine("Please enter a valid selection.");

    //             Program.PauseAndWaitForKeypress();

    //             break;

    //     }

    //     }

    // }