

Individual #4
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For the board game I want to develop game mechanics for, I will use CLUE. In clue there are three rules that are prevalent in the game, the first is the evidence gather portion in which you attempt to find out who, where and with what the murder occurred. The second gameplay rule is questioning aspect in which you will question other players to find out what they know or don't know about what items, locations, or individuals may have been present at the time of the murder. The final rule is accusation portion in which the player, with the evidence they have acquired, will then accuse the suspect and present evidence of where the murder took place and with what.

Clue Gathering: The clue gathering rule can be items or statements that are collected and placed into a notebook within the game. When the player interacts with an entity or an object, they will receive a clue that will be placed into a notebook that acts as something of a sudo collection inventory.

Questioning: The questions aspect is much like a Social Mechanic in which the player will interact with NPC entities and propose different selected statements that will divulge evidence that will go into their notebook. The player will want to make sure to speak to as many different individuals to grasp the true scope of the crime and present more evidence when they present their accusations.

Accusations: At any time within the game, the player can select a button and present their accusations. These accusations will use the evidence collected by the player. During this time the player may also lose reputation with the other NPC's through the social mechanic and make it harder for them to collect evidence if their accused proves innocent.