SDV602 Project Brief

My game is called Who Killed Mr Sims. It is going to be a text based interactive game. The aim is to work out who killed the victim, where the victim was killed and what weapon was used. The victim’s name is Walter Sims. There are 5 suspects that are: his wife, his mistress, the cleaner, the gardener and his neighbour. There are 5 locations that are: the bedroom, bathroom, lounge, kitchen and patio. There are 5 weapons which are: a knife, gun, scarf, cleaver and poison.

The main screen will show the map with a little list of suspects, weapons and locations. As the player goes through the game he/she can go into those lists and remove items off of those lists. When the player thinks that they have the answer they can solve it to see if they were right. There will be a section at the bottom of the page that allows the player to type and see what they have previously typed. That is also where any information from the game will be displayed.

When a player types roll and presses enter they will get a random number of spaces to move and options of what direction that they can go in.