

Clue : The Classic Mystery Game - Final Report

Interactive Modeling & Animation Final Project - Spring 2013

By Jordan Fine

**Project Analysis :**

In Clue, the user must solve who murdered one of Sir Richard's guests at the dinner party. There are six characters, six weapons, and nine rooms. To solve the case, you must walk around the mansion making suggestions as to who killed Sir Richard's guest. When you think you've figured it out, it's time to make an accusation!

The programming was pretty complex with a lot of switches turning on and off certain locations and events of the house.

**Work Distribution :**

All coding and designing was all of my own.

**Difficulties:**

I didn't encounter too many issues during this project. Only had a few mistakes with conditional statements, but that was easily figured out by printing out lines to see what was going on behind the scenes.

**Side Note:**

Please email me at [jordan6fine@gmail.com](mailto:jordan6fine@gmail.com) if you have trouble opening any of my files. Thank you!