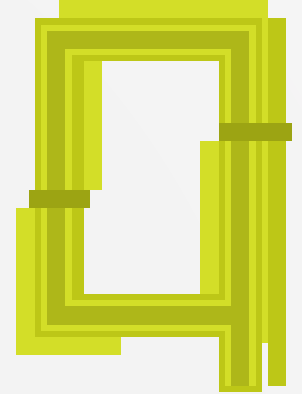


CLUE

The Classic Mystery Game

Interactive Modeling & Animation Final Project
By Jordan Fine



USER MANUAL

STORY

Everyone has been invited to Sir Richard's Manor for a dinner party. After a few cocktails, the guests hear a scream. Someone's been murdered! But who did it? What weapon did they use? Where did this murder take place?

Choose your character and help solve the case of who the culprit is!

HOW TO PLAY

- Load "Clue.pde" in Processing
- Choose a difficulty level: Easy or Hard
- Choose your character
- Go from room to room making suggestions of your suspicions!
- Mark down on your Clue Sheet as you get more information about the crime. (LEFT CLICK FOR RED & RIGHT CLICK FOR BLUE)

WHEN IN A ROOM:

To make a suggestion: PRESS "S"

To make an accusation: PRESS "A"

Note, if your accusation is false, you lose the game!

HOW TO WIN:

Making a correct accusation

CONTROLS



CHARACTERS



MISS SCARLETT



MRS. WHITE



MRS. PEACOCK



MR. GREEN



PROFESSOR
PLUM



COLONEL
MUSTARD

WEAPONS



LEADPIPE



ROPE



REVOLVER



KNIFE



WRENCH



CANDLESTICK

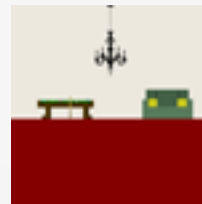
ROOMS



HALL



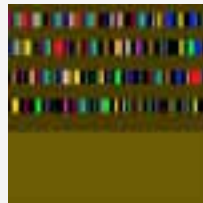
STUDY



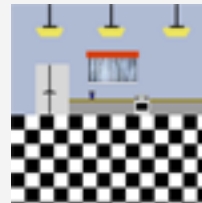
BILLARDS ROOM



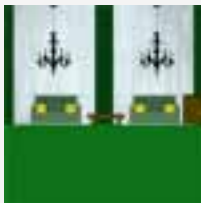
DINING ROOM



LIBRARY



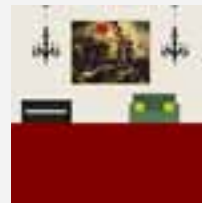
KITCHEN



LOUNGE



CONSERVATORY



BALLROOM





HAVE FUN