Text Based Adventure Game

Murder in New York

**Description**: Murder in New York is a text based detective game. Through the course of the game, the story unfolds as the player is put through puzzles that will test the expected skill set of an impeccable investigator. Important clues are revealed as the player passes each level and don’t be reckless because mistakes will cost a badge of honour. The player starts with 3 badges and losing all 3 would mean he/she will not be allowed to continue as a detective any longer. Each level will be associated with a function. The minigames in the gameplay use many useful functions provided by python 3.6. This game will convey an intriguing story along with fun games along the way which wii keep the player entertained,

**Possible inputs and expected outputs**:

Inputs

* Player also gets to choose character the wish to role-play at the beginning of the game
* Player inputs accepted according to the minigame/query issued.
* Input taken as string for quizzes , unscrambling words, examining the room etc.
* Int input for math related quizzes

Outputs

* Output queries and dialogues to unveil the plot of the story
* Output clues and opponent moves for interactive games
* Verify answers and display the result
* Number of lives/ badges left
* Level Pass/Fail

**Python modules used**

1. random: to randomly generate questions so that replaying the game will not lose its fun
2. time: to test speed and ensure proper working of timed inputs

**Team Details**

Team No,:3                                                 Batch:G1

1. Naman Choudhary           PES2UG20CS209
2. Naman Pande                  PES2UG20CS210
3. Nameeta Kuruwatti           PES2UG20CS211

**Guide Signature**: