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**CS200 Project**

Purpose: Our overall idea for this project was to create a mystery game where the user tries to figure out who stole the Mummy’s crown

* In each room is a suspect and a clue that the user can interact with
* Our setPropertyToInspected method sets either a clue or a suspect to be a string containing null so that we can check if the user has talked to a suspect or investigated a clue yet to make the game more lifelike
* The game will randomly assign one of the suspects to be the guilty person so that each game will have a different guilty suspect, and adapts the clues to each different suspect
* There is also the option for the player to search for tokens in any room even though not all rooms have a token.
  + If there is a token in a given room, it is represented by an int of 1, and when the user searches for a token, there is a 1 in 10 chance that they will find it. Finding a token gives the user more energy
* If the player enters into the tomb of the Mummy, the Mummy awakens, and the user has to guess who stole the crown despite how much energy they have left. This way if the user has investigated all the clues by finding tokens, they can go to the tomb to guess. Also, when the user’s energy runs out, the Mummy awakens, and they will have to guess who the suspect stole the crown.
* The user has a notebook that allows the player to quickly see all the places to visit and all the suspects that they have to choose from in any room
* The **search** button allows the user to see what room the nearest uninvestigated clue is in
* The player can also list the room properties which just describes the room and what is in it

Part 4 Distinctions

1. Our program selects a new suspect to find at random for each game!
2. We added energy to the game so that the user uses energy every time they investigate, which only allows a certain number of clues to be discovered so each game may be played differently with a different strategy
3. Our GUI is a map layout of the Pyramid, and keeps track of where the user is located throughout the game