Cluedo project

Group 31

Adamidis Iason (Jason)
Benson Oreoluwa (Ore)
Doan Tran Khoi Nguyen (Nguyen)
Dong Giulia (Giulia)
Nanthakumar Rashnah (Rashnah)

Board

Board

Objects

Player Class

- Used to generate Player object.
- **Default setting:**
  - 6 Players
  - (Col Mustard) (Prof Plum) (Rev Green) (Mrs Peacock) (Miss Scarlett) (Mrs White)
- **Methods:**
  - (Name) (Player Name) (Suggestion) (Accusation) (Movement On Board) (Notes/Clues) (Return) (Dice Roll)
- **Values:**
  - (Name) (Player Name) (Coordinate On Board) (Accusation Availability) (Current Turn) (Current Room)

Room Class

- Used to generate Room object.
- **Default setting:**
  - 9 Rooms
  - (Study) (Hall) (Lounge) (Library) (Billiard Room) (Dining Room) (Conservatory) (Ball Room) (Kitchen)
- **Methods:**
  - (Door Coordinate on board) (Secret Passage) (Return)
- **Values:**
  - (Room Name) (Door Coordinate) (Secret Passage) (Weapon List)

Weapon Class

- Used to generate Weapon object.
- **Default setting:**
  - 6 Weapons
  - (Dagger) (Candle Stick) (Revolver) (Rope) (Lead Pipe) (Spanner)
- **Methods:**
  - (Name) (Room)
- **Values:**
  - (Weapon Name) (Room Located in)

Level Class

- Used to generate the Level Object, have large grid and coordinate properties.
- **Default setting:**
  - (N/A)
- **Methods:**
  - (2D Grid) (Correct Accusation) ()
- **Values:**
  - (Weapon Name) (Room Located in)