

- 1- Make new game
- 2- use more than one file, use import
- 3- Use one class per room

Player 1: Undead
 Player 2: 3-PC Troll 3-npc
 Player 3: Tauren

Sitting room: SR
 Bathroom-1: BR-1
 Bathroom-2: BR-2
 Dining-Room: DR
 Kitchen: KC
 garage: GA
 Bedroom-1: BED1
 Bedroom-2: BED2
 Bedroom-3: BED3

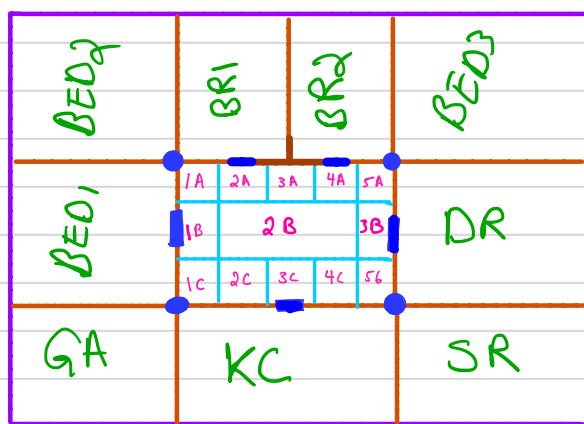
9-rooms

Dice [1,2,3]

position QB

hammer
 Gun
 Knife
 Saw
 Sword
 Mace
 Staff

T-weapons



- you & two of your friends are investigating a crime
- you are in a house, each of you has a turn to go to certain rooms & then guess the murder, you can only enter the room if you are on their door

players Enter your names

Player 1 roll dice

show positions available to you

Select it → moves to it → if room Enter

→ if hallway you wait

if scene (self, criminal, weapon):