

DETECTIVE Prolog

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Overview

Detective Prolog

This project aims to create an educational game based on logic programming. The idea is to find out who the murderer is with a list of facts, in the manner of a detective on a crime scene.





“To solve a logic Puzzle using Prolog, first needs to declare a knowledge base consisting of a collection of facts and rules.”

—AGATHA X Æ B-14 CHRISTIE



PROJECT DESCRIPTION

A murder mystery game where the player, assumed to be a detective, tries to solve a murder by entering the murder weapon, location, day, motive, and suspect. The program uses a set of rules to determine which suspect committed the crime and based on the entered information and check with the player's guess.



Murder weapon

Motives

Weekdays

Suspects

Location

MURDER WEAPONS

Knife, Wrench, Rope, Pistol, Candlestick, Poison

LOCATIONS

Kitchen, Library, Dining room, Bedroom, Garage,
Garden, Pool



Weekdays

Friday, Saturday, Sunday

Motives

Revenge, Heritage, Money, Passion, Hatred



Suspects

Miss Scarlett, Colonel Mustard, Mayor Green,
Mrs. Peacock, Professor Plum, Miss Peach,
Monsieur Brunette



WHAT? WHERE? HOW?

Lvl.1

“On Saturday morning, Leon Flusk, a wealthy businessman, was discovered dead in the library of his mansion, having sustained a gunshot wound. The crime scene is in disarray, with desk drawers pulled out and papers strewn about.”

Crime Scene Clues: Library, Pistol

What about the motive and day?

Based on the difficulty level we give external evidence.



WHEN? WHY?

Lvl.1

“**Mrs. Peacock**, the victim’s wife, found his body Saturday morning and called the police. On Friday afternoon, **Mayor Green**, his business partner, had a meeting with the victim when the victim was alone at home.

Colonel Mustard is a wanted serial killer.

Monsieur Brunette is a famous thief that was arrested Friday night with a bag full of money and jewelry two blocks away from the victim’s house.”

Day and Motive: Friday, Money

WHO IS THE KILLER?

Monsieur Brunette, Library, Pistol, Friday, Money



WHAT? WHERE? HOW?

Lvl.2

“On Saturday morning, Leon Flusk, a wealthy businessman, was discovered dead in the bedroom of his mansion. There was trace of blood at the crime scene. The crime scene is intimate and sensual, with candles burning. The killer may have been driven by passion, but their desire turned to violence.”

Crime Scene Clues: bedroom, Candlestick



WHEN? WHY?

Lvl.2

“**Mrs. Peacock**, the victim’s wife, found his body Saturday morning and called the police. On Friday afternoon, **Mayor Green**, his business partner, had a meeting with the victim when the victim was alone at home.

Neighbors heard that the victim had argued last night with a woman. But his wife arrived on Saturday morning from vacation.

Miss. Scarlett is his assistant that was the last person who called the victim on Friday night.

Colonel Mustard is a wanted serial killer.”

Day and Motive: Friday, Passion

WHO IS THE KILLER?

Miss. Scarlett, Candlestick, Bedroom, Friday, Passion



What do we expect?

- ☐ Create a game in which for each crime we have only one murderer.
- ☐ Use Language models to write the scenarios based on the list of clues and suspects.
- ☐ Make a graphical user interface.

Project Timeline



<https://app.clickup.com/9010065279/v/g/8cgnbvz-87>

THANKS

Does anyone have any questions?

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