Clue-Less

"Just like the real game… but less!"

This game is a simplified version of the popular board game, Clue®. The main simplification is in the navigation of the game board. In Clue-Less there are the same nine rooms, six weapons, and six characters as in the board game. The rules are pretty much the same except for moving from room to room. The special rules here will make lot more sense if you have actually played a couple of games of CLUE, or at least watched the video (link at the bottom of this file).

- The rooms are laid out in a 3x3 grid with a hallway separating each pair of adjacent rooms. (See fig. 1.)
- There are six characters in the game. Each player selects a character. The starting location of each character is a hallway. The starting locations are shown in the schematic diagram in figure 1.
- Each hallway only holds up to one character. If a character is currently in a hallway, you may not move there.
- When it is your turn, you don't roll a die.
- Your options of moving are limited to the following:
  - If you are in a room, you may do one of the following:
    - Move through one of the doors to the hallway (if it is not blocked).
    - Take a secret passage to a diagonally opposite room (if there is one) and make a suggestion.
    - If you were moved to the room by another player who has made a suggestion, you may, if you wish, stay in that room and make a suggestion. Otherwise, you may move through a doorway or take a secret passage as described above.
  - If you are in a hallway, you must do the following:
    - Move to one of the two rooms accessible from that hallway and make a suggestion.
- If all exits are blocked (i.e., there are characters in all of the hallways) and you are not in one of the corner rooms (with a secret passage), and you weren't moved to the room by another player making a suggestion, you can not make a suggestion (but you can make an accusation).
- As in the regular game, whenever a suggestion is made, you only specify the character and the weapon. The room must be the room the player making the suggestion is currently in. The suspect in the suggestion is moved to the room in the suggestion.
- You may make an accusation at any time during your turn.
- You don't need to show weapons on the board, since they really don't do anything (but this would be a nice feature). But you should show where each of the characters is located.

Requirements for your computerized version of Clue-Less:
- Each player should access the game from a separate computer or browser, with a graphical user interface.
- The game rules are the same as in regular Clue except for the navigation (which is described above).

- Each time the game state changes (a character is moved, a suggestion is made, a player disproves a suggestion, or a player is unable to disprove a suggestion) all players should be notified.
- You should document the message interfaces between the clients and the Clue-Less server in your software requirements specification document. There will be messages from a client to the server, messages from the server to a specific client, and broadcast messages to all clients from the server.
- These messages should be considered as triggers for use cases at the subsystem (client or server) level.
- Consider using a text-based client for the minimal system, and a GUI version in the target.
- Feel free to change any of the names of characters, rooms, or weapons, as well as graphics.

Here are the original rules of the (Classic Edition) game. In later versions of the product, some of the rules may have changed and some features may have been added.

http://www.hasbro.com/common/instruct/clueins.pdf

We recommend that you obtain the actual Clue Classic Edition game and play it a few times to see how the game is played. The game costs about $15 at stores such as Wal-Mart and Target.

Here is a YouTube video that describes how the game is played.
https://www.youtube.com/watch?v=sg_57S4l5Ng

Fig 1: Schematic diagram of the board in Clue-Less.

	Miss Scarlet	
Study	Hall	Lounge
Prof. Plum →		← Col. Mustard
Library	Billiard Room	Dining Room
Mrs. Peacock →		
Conservatory	Ball-room	Kitchen
	Mr. Green	Mrs. White