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ASSIGNMENT: Murder Party.

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Mechanics

The game constitutes of ten character (playable character), a game master and a dead person. The players have to complete the objectives in-order to solve the murder mystery and to survive the game. The game have three events which is played one after another.

Turns

This game is meant to be simulation, the on/off nature of player turns can cause problems. The turn is divided into several smaller segments or impulses where everyone does some of their actions at one time, and then react to the current situation before moving on the next impulse.

Combats

In this game combats happen through melee (NO ACTUAL WEAPONS). In-order to kill a person player needs to accuse him with certain clues that prove to be right

Transaction

Transaction is a business deal and is generally with the game master. Characters can buy clues from the game master with sufficient money but they cannot buy all ten clues at a time. There is a time interval to it which is explained in the lower paragraphs. Players can also buy necessary skills from the game master which is also explained in the lower paragraphs.

Objectives

The objectives are categorized in three types-

Primary objectives-These are basically the objectives which will help you to survive in the game.

Secondary objectives- These are the objectives that will help you to solve the murder mystery.

Events objectives- These are the objectives that depends on the events. The game has three events. Objectives varies from event to event.

Skills and time interval

1. Manipulation
   Through this skill a player can control the other player and can order him to kill other player.

   Usage and Time gap- It can be used 2 times with the gap of 1hour.
   Transaction- Players can buy this skill for 400 coins
2. Steal
   This skill helps the player to steal one clue of the other player.

   Usage and time interval- It can used only 2 times with a gap of 1 hour.
   Transaction-Players can buy this skill for 300 coins

3. Copying
   This skill helps in copying the clue of the other players.

   Usage and time gap- It can be used 3 times with the gap of ½ hour.
   Transaction-Players can buy this skill for 250 coins.

4. Knight
   Through this skill the player can kill the other player.

   Usage and time gap- It can be used 1 times with the gap of 1&½ hour.
   Transaction-Players can buy this skill for 450 coins.

5. Defend
   This skill helps the players to defend themselves from the other player by skipping their turn

   Usage and time gap- It can be used 3 times with the gap of 1 hour.
   Transaction-Players can buy this skill for 250 coins.

6. Unsuspicious
   This skill helps the player to be free from being accused for half an hour but player still remain active in the game.

   Usage and time gap- It can be used 3 times with the gap of 1 hour.
   Transaction-Players can buy this skill for 250 coins.

7. Reverse
This skill helps the player to counter the skill of other player.

Usage and time gap- It can be used 2 times with the gap of 1 hour.
Transaction-Players can buy this skill for 300 coins.

Coins system

In the starting of the game the game master will give 600 coins to each player for their survival. From the second event player coins will increase with 50coins after every half hour. This process will continue till the event three.

Use of the coins

Skill

In the first and the second event coins are not useful but as soon as players enters the final event that is the third one (Survival) player have to use the coins to buy the necessary skills which are not given to them so, as to survive till the end of the game.

Clues

Ten random clues are with the game master and with the coins provided you can buy it. The price of a clue 250 coins.

Time interval

Clues- Although players have to find the clues but some random clues are with the game master. Players can buy those clues but there is a time limit to it that is 20 minutes.

Skills- The time interval for the use of skill varies but to buy the skill the gap is of 20 minutes.

Clues

Random clues- These are the 10 clues which the game master already have and players can purchase them but only in the third event.

Murderer clues- These are the clues left by the murderers and can be found anywhere and these clues can lead you to solve the murder mystery.

Character clues-These are the clues left by the characters and can be found anywhere and can be helpful for your survival.

Dead person clues- These are the clues of the dead person and these clues will lead you to solve the murder mystery.

Audio clues- These clues are generally the audio recordings of the characters.

Victory mechanics

Goals-To find as many clues as possible and using necessary skills at the correct time interval so, as to balance the coins.

Loss avoidance-

1. No wastage of coins unnecessarily.
2. Assume nothing observe everything.

Bluffing or guessing- To mislead or intimidate by a false display of confidence.