

## Clue a Design Description

1. Single Player Mode

The player will have the ability to play without other network player. In other words, the game can run as a stand-alone program.
2. Multi-Player Mode

The player can play against other network players.
3. Allows Network Players

Network players give an IP address or a domain name can connect to a game that still needs more players to start.
4. Allows Computer Players

It allows anywhere from 5 to 0 computer players (there must be a minimum of three players total).
5. Artificial Intelligence

The computer players have different artificial intelligence aspect to make them competitive players.

  - a. Strategizing

Computer players have three strategies on which they make their guesses. The computer is randomly assigned a strategy at the beginning. The goal of each of the strategy is to win as soon as possible. Some strategies are more intelligent than others.
  - b. Log Keeping

Each computer player will keep a log of who guessed what and who showed a card in response.
  - c. Analysis

A key part of the computer's winning ability. It looks at what other players have guessed and the responded and from this it deduces what cards it can rule out.
  - d. IntellaMove

The computer will not go to the farthest room possible every time, it has an intelligent moving strategy which aims to get the computer in the most rooms, allowing it to make the most guesses.
  - e. IntellaGuess

In the three strategies there are three methods of intelligent guessing used (a different one for each strategy).
6. Optional Number of Players (min 3)
  - a. Computer

The user who starts the game can set the number of computer players (0-5)
  - b. Human

The user who starts the game can set the number of human players

## 7. Interface Features

### a. Log (Record of Past Guesses)

The user will have the ability to keep track of who's cards they have seen

### b. Ability to Keep Notes

The user will be able to write notes if they desire.

### c. Player Card List

The user will have a list of his/her own cards

### d. Board

The user will be able to see the board and be able to click on the board to move.