

# Sleuth, 3/18/2013

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## Problem Definition

- Re-creation of the board game "Clue" that runs in a browser (probably Firefox, maybe others)
- Online Multiplayer hosted on a website
- Possible Schedule:
  - GUI Prototype - Spring 2013
  - Playable Prototype - End of 2013
- Resources: A laptop, a physical copy of "Clue"

## Solution Specifications

- Front GUI presented to players, client/server communication for gameplay
- Uses Python 2 and Javascript

## Competitive Analysis

- The competition cannot be played online without downloading 3<sup>rd</sup> party software
- OR
- The competition is on a physical board
- The competition has losable pieces/cards

## Potential Applications

- Playing Clue online
- Matchmaking, Player Rankings

## Future Improvement Ideas

- Android support
- Support for other browsers
- Different gameboards/card/themes
- Achievement system

