Clue:

MDA Analysis

Mechanics

- Players has one character piece to signify their role.
- Players move to new rooms at the roll of a six-sided dice.
    - Players can move only horizontally or vertically, never diagonally.
    - Ms. Scarlet always moves first.
- Secret Passageways are installed in each room, where players can move to another room.
- A pad of detective notebook sheets is used to keep track of eliminating suspect possibilities when they are proven incorrect during accusations.
- Players possess character cards, room cards, and weapon cards to make accusations on the true suspect.
    - The secret envelope in the center contains one of each type of card that describes the true culprit.
- One weapon is placed randomly in each room.
- When a player ends their turn in a room, they can make a suggestion about the murder. The player then moves a suspect token and a weapon token into a room on the board and suggest that a certain character committed the crime with that weapon in that room.
    - The suggestion can only take place in the current room and is only made with the cards in hand.
- When a player believes they have solved the game, they can make an accusation regardless of where they are in the board. Once they accuse the character, weapons, and location, the player investigates the secret folder alone to see if they are correct.

Dynamics

- When a player rolls their dice, they must move the set number of spaces.
- If a player ends their roll by blocking the entrance to a room, then other players cannot enter that room.
- When a player chooses to use a secret passageway, they move to the room connected to it, but they forfeit their roll.
- During a suggestion, the suspected character and weapon are moved to the current room the player suggests in.
- If the player is correct about their accusation after looking into the secret folder or if they are the last player to not make an incorrect accusation, that player wins the game.
    - If they are incorrect, they must forfeit the game for knowing the answer and remain to disprove wrong suggestions.

Aesthetics (Original)

- Rolling the numbers of spaces below where players desire to go will leave them discontented.
- Players will feel anxious about the character they must find with a playing board designed in an old-timely and frightening manner.
- If the game extends for long periods due to being unable to find the killer, player could experience boredom or annoyance.
- The enjoyment of solving murder cases would bring a sense of cleverness and aptitude upon learning clues about the killer, weapon, and location after numerous suggestions that eliminate possibilities.
- After discovering all of the correct clues and winning the game, the victorious player will obviously take great gratification from their success.
    - The reverse could be applicable if the game is won before the other players could discover the answers, which would bring them shame and irritation upon themselves.

Modified Aesthetics

Our modification of Clue dictates a petty high school drama versus a murder mystery, where there are two methods of achieving victory instead of just one; bribing Mr. Black or finding out the correct rumor. Instead of murder weapons and detective pads to solve crimes in a grisly setting, players use bribing money and rumor cards to bring about allegations against other players for romantic engagements, costing them their reputation in the process. Having specific times to begin rumors and bribe money instead of being able to perform those actions at any time will add more of a strategic element to the game, bringing feelings of ingenuity and ruining reputations inspires feelings of vengeance. While the characters in Clue seem to be strangers to each other, the characters in our modification have a backstory with each other, making the interactions between players feel more personal.

Most of all, the setting of our narrative is based heavily on relatability, as while a setting of frivolous characters, such as Colonel Mustard or Professor Plum, solving a murder mystery in an old-timey mansion could only happen in a fantasy setting, a situation involving a dispute among former friends, trying to find out who was dating who in a high school setting, where a great majority of people have attended, will have more a personal impact on players, allowing them to be more emotionally invested.