

Tour of Mr. Body's Mansion
Jaina Sangtani, Hiram College
sangtanijd@hiram.edu

This project is a graphics project on the tour of Mr. Body's mansion, from the Parker brother's board game Clue.

In this project, the Body Mansion shall be rebuilt from the inside and the outside. The user will be able to enter any room of the Body mansion, as he/she desires. The main idea of the project is for a user to be able to take a tour around the mansion. The user will also be able to solve the mystery of who killed Mr. Body, where and with what weapon? The tour will start with just the visual of the mansion from the outside. The Body mansion will mimic something portrayed in the movie Clue. It will be a two story gray house.

When the user clicks on the front door of the Body mansion, the view of the mansion will get smaller, and focused on the front door. When the view is around the height of the door, the door will open, and the user will find him/herself inside the body mansion. The door will close behind them. After this, the user will be given complete control of where they would like to go within the Body mansion. According to the clue board, the main door of the house leads into the hall. Being consistent with that, upon entering Mr. Body's house, the user will find him/herself in the hall. The user can enter the hallway by exiting the room from the opposite door, which shall be open. The user will now be able to go in any direction, and visit any room they so please. Thus, the project will be built so that the Body mansion will be visible to the user from the outside and the inside.