

Turn-based Gameplay

This a 2 player, competitive, turn-based game with asymmetrical roles.

Goal:

The window cleaner is trying to clean all of the windows on the building or uncover the evidence left behind by the criminal.

Rules:

1. Setup: One player is the window cleaner, and one is the criminal. Each player gets an identical board, but on the window cleaner's board, each square is covered up by a piece. The criminal can choose his starting location anywhere along the top row, while the window cleaner can start anywhere along the bottom. The window cleaner takes his/her turn first. Neither player can see the other's board.
2. Window cleaner can perform two actions per turn out of three total possible actions: move horizontally any number of tiles, move vertically any number of tiles, or clean the current window.
3. Criminal has 3 pieces of evidence to leave behind and must leave behind the pieces of evidence in any 5 designated tiles and escape the building. He must escape the the building with atleast one piece of evidence unfound by the window cleaner to win.
4. Criminal can only move along connected tiles on the board
5. Criminal can move a maximum of 1 tile per turn
6. Building exit is always the bottom right tile
7. When a window cleaner washes a window, the window cleaner removed the piece and shouts out the coordinate of the square he/she uncovered. If there is a piece evidence is in that location, the criminal must say so and remove it from his board.

