

Interactive Notes

Introduction:

Since we are visiting detectives (can adjust overall story if this changes but will take a moment) The local head detective, Mr. Percival Inquisitive (or the local PI (perseus invictus)) who was close friends with the Mr. E and his family, and ever since the tragedy (or is currently) has been swamped with work caused by the local underground crime syndicate (TBA name) and trusts very few people to actually/want to help out. With you here though, he sees an opportunity in order to take care of some old cases and a few of his current ones. He says that he has a few prizes/incentives to give you and could help you enjoy your stay here (kinda want the final prize to doing everything being a special lounge area) and the way he will keep track of what you are contributing is through your badge that you got in order to visit the city. He also says that if you ever want to review previous evidence, look at the local files, or need any assistance to be sure you have the (gumshoe or an acronym that could be equivalent to be related to ISPY, Magnifying glass, or a viewfinder. Maybe a compass) app downloaded on your phone in order to have everything at your fingertips, and if you need to head to the police headquarters (maybe dedicated building that would have the lounge area? Need to look into layout plans rn) for assistance or to see your progress in person. He will give you batches of cases to solve and once you have completed all of the quests in one batch, you will receive the next batch. 2,3,4,5,1 (total 15 for now, 5 less than GE but a good testing number, might increase later) He wishes you the best of luck and don't be a stranger if you need help you can contact him through his trusty companion Gumshoe.

Gumshoe is Percy's AI that he uses to keep up to date with the police's database and they help organize the evidence that Percy has recorded for current or previous cases. They take on the appearance of a ball esque shape that wears a detective's hat being inspired by the great detective's before them. They have recently had an expansion to their servers so you can now take them with you while on your journey to have constant access to their database while also having tech that can help you when you get to a point of interest.

Points of interests are where a quest event is taking place or the app can interact with the parks to help you collect evidence, These are given away by a Brass (or gold or Silver) seal with Gumshoe's hat on it.

Now while that is my premise/introduction I currently have for the interactives, I feel like it might be worth it to try and have a preshow to help make this character feel like a an actual part of the world instead of keeping them contained inside of an app. Additionally, while the quests would vary in difficulty, there is always at least one easier quest to complete that does not take much with longer storylines only appearing in the last two batches and maybe the third as the hardest option. I would like to include physical locations in addition to interactives within other stores or wall pieces on the exterior of buildings. Additionally, the easier quests I would want to be passive incentives to reride the two main rides by having them either take place in queue

without interrupting (ie. Rise side quests in app) or to be able to answer questions that lie in alternate paths that require a re-ride. The prizes I would want to actually positively impact the experience of guests visiting and would want to have the prizes not be one time uses and could still be experienced on return trips.

Quests:

1. We have a leak...
 - a. Takes place in a gas station
 - b. Someone has been leaking info from the police station keeping them one step ahead of us, but we do know that they like to hang out in the local gas station, perhaps we can find a lead there.

2. * General's orders...
 - a. There have been reports of a recent amount of suspicious activity going on at the general store with large shipments seemingly disappearing during the night. One of the local's mentioned how they overheard a few people talking about how there might be a secret cellar containing contraband. They left more details in their note, but it seems to be coded, maybe a pair of fresh eyes can gleam understand what they mean?
 - b. Guests then would be able to open up a new piece of evidence titled "Tom's Note" that would have certain words in bold that says the phrase "Hidden we are, and that we will stay." Additionally, the note's content would talk about how the secret phrase must be said to the store employee (acting crew member) near the back entrance of the store (This entrance is not an actual back entrance, but appears to be so.)
 - c. The employee will take them into the cellar hidden in the store where gumshoe will tell them to look around and see if there is any evidence they can use against the store owner and what contraband they are hiding down here. Guests will then be able to use the app as a "scanner" on objects that have Gumshoe's Icon on it somewhere.
 - d. Once all evidence is found, Gumshoe says to stay undercover and head back out through the secret entrance. Once outside, Gumshoe will tell them thanks for your help and that he can't wait to see you again.

3. No time to float...
 - a. Can change names but this name is if the saloon has a float item or bar
 - b. Recently there have been reports of missing ingredients in order to make the local delicacy of the town saloon, insert name, and the owner has hacked us to help by asking us to look around there storage room.

4. A recipe for disaster..
 - a. Takes place inside the main food court (factory?)

- b. The head chef at the factory has been working on creating a new dish for the community, but someone is trying to steal it for their own, he thinks they might be working undercover in the factory and wants us to look into it.
- 5. A Killer Swan Song (Lights, Camera, Murder or The Final Curtain*)
 - a. One of the buildings I feel like we don't have currently is a place for people to sit out of the sun or just simply pass time so we could incorporate a theater for live performances where this could take place in the waiting area.
- 6. Lighting the Way
 - a. Exterior/Outside of buildings
 - b. Recent power outages have been plaguing the lamp posts all throughout the town allowing for thieves to sneak about in the dead of night and it's about time someone looked into it. Perhaps investigating the power box by the townhall will help us out.
- 7. * Mr. E's Cooperation
 - a. Gumshoe tells us that percy has been attempting to locate where Mr. E's Wife Evelyn has hidden her cameras within the building in order to help make the rest of the family feel safer by taking them out of the ride. At the end of the ride there will be a
 - b. Requires riding or being in the line queue of the story ride in order to figure out the clue for the quest
- 8. * Perilous Pursuit
 - a. Needs alt path or option if the guests do not want to ride the coaster.
 - b. Requires riding or being in the line queue for the Roller Coaster to figure out the clue for the quest
- 9. A Helping Hand
 - a. Exterior/Outside
 - b. A mural recently went up on the exterior of the (TBD building name) in the form of a palm with intricate detailing on the palm, Maybe there is a message that will help us discover something new or gain a new accomplishment?
- 10. Agent News (*Grave News)
 - a. Exterior/Outside
 - b. The local newspaper uses boxes to allow for easy distribution of their information, however one of these boxes somehow was filled with an old article about one of my (PI) previous arrests. So who is trying to dig up an old scoop?
- 11. An Apprehensive Appetite (A meal to die for, poisonous pastries, eitherway another food idea)

- a. The police chief has recently noticed that someone has been trailing him recently while trying to plan his anniversary dinner but hasn't been able to catch them, but he has a feeling they are going to try something with his dinner. Maybe we can find out more by looking into where he has made his reservation?

12. What draws in shadows...

- a. Exterior/Outside
- b. Random Chalk drawings have been appearing around the town with no apparent reason as to why they have been showing up, but all of them contain a signature mark in the form of eyes in the faces of all of them. Perhaps getting a closer look will help deduce the meaning behind them.

13. For Whom the Siren Cries

- a. Exterior/Outside/Bell Tower/clock tower
- b. Can have a seasonal change for the halloween season ringing out an ominous chime while at christmas when the tower is fixed a holiday melody comes out.
- c. At the top of every hour, the bell tower is supposed to chime in a woundourus melody to help raise the spirits of the townspeople. However, recently the tower has been only working at High Noon and 5 O'clock and giving out a melancholy chorus. What could be changing our ringing bells?

14. Pen's ultimate gamble

- a. Penultimate quest
- b. A local Poker tournament organized by Pen (insert last name [Teller would be kind of funny if Pen disappears at the end of it]) has had recent attempts to break it up and previous attempts have been taken to steal the pot, but pen has an idea to lay his open hand by tempting another heist by putting the pot out in the open but have us be there to catch them.

15. * The Last Ace(* could be an alt name for this as well)

- a. The final quest involves PI heavily and is involved in the club location
- b. PI was delivered a calling card in the form of an ace of spades found in the deck made by the local theater with only the message "One Final Game". They say that they are going to need your help with this one since it's better to go with partners then to go alone. Head over to the theater and he'll meet you there.

* These Quests will be the main focuses during the interactives presentations.

Office Descriptions/Mood Board

While the actual building will be at least two stories, the main floor is all that will be accessible to guests with the 2nd or more floors being used for server storage or as backup storage for other operations of the park.

Exterior References:



Interior References:
Main Office/Space



Restaurant Ideas:

These can be QSRs or Smaller Restaurants (ie Crystal Palace or MargaritaVille)