Game Specialism

2024 Team 3

Game Design Document

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Basic Information

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Introduction

This document will contain the documentation for the Group 3 game titled "Murder At Monclair Heights", a single-player murder mystery game set in the 1st person. The game is aimed towards users who enjoy compelling stories.

20-second pitch

Become a 1940s Noir-style detective and solve the murder mystery of your most complex case yet. Solve puzzles and mysteries to uncover the true killer of your innocent victim.

Gameplay

The gameplay is split up into two sections, these are going to be referred to as the crime scene stages or crime scene and the pinch criminal phase or pinch criminal.

The crime scene is where the player will spend the majority of the time and is split over a several "days" period.

Crime Scene Gameplay

Once they are in the penthouse, the player is in the hallway in which they may choose which room to go in. This is a scripted scene with the player only having the input of which room they go in.

Once the player is in the room, they can move and look around the room for any evidence that happens to be in that room. The player can walk up to and click an interact button (left click) to pick up the piece of evidence. Additionally, if the player is near a piece of evidence they will automatically pick it up.

When picking up a piece of evidence a small circle will appear to indicate the picking up of the evidence. This circle will degrade like a timer.

All evidence will already be assigned to certain suspects (5 pieces of evidence for each suspect) and the game once a piece of evidence has been picked up will show in a suspect's possible evidence on a notepad. (Possible evidence goes in the boxes)
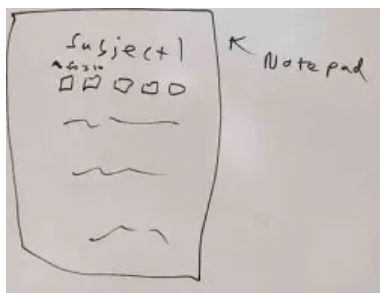
Your partner, an NPC, will then give matter-of-fact details about the game. For example, if you find a knife that belongs to a chef it will say " A knife the chef uses for cooking." This is

for the player to make the connections themselves and decide whether or not a piece of evidence was used in the crime.

After the player believes they have found everything in the room they may leave it via the door which progresses the game onto the next day.

When the next day comes around the evidence in the room not chosen will have been tampered with and some of it will have been destroyed.

Arrest/Pinch Criminal gameplay:

The player is taken into a "deliberation room" once they have left the room they were investigating. Here they will be given the choice to interact with 5 objects:

1. The "crime report" for the butler
2. The "crime report" for the wife
3. The "crime report" for the chef
4. The accusation button
5. The police chief

What these mean:
The crime reports are how the player will see the evidence they have picked up and who they relate to.

This is a draft of a crime report:
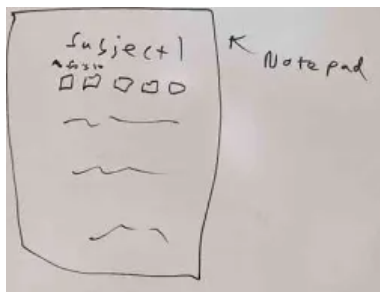
The accusation button is how the player enters the game's win state. Once they click it they then click on which subject they think did it. Once they have chosen their murderer they are displayed that character's ending. The player is automatically in the accusation state at the end of the third day.

The police chief is how the player moves to the next day, allowing them to investigate another room.

A key part of this room and the gameplay as a whole is that the player is allowed to make their own decision on who it was that committed the crime. The gameplay aims to make a bias towards each character equally and must never display any obvious signs on who actually is the murderer.

Art:

Style:

The style of this game will be, as mentioned previously, resembling an old 1940s Noir film with elements of a comic book. This will include a lens distortion on the camera to resemble an old black and white T.V. (with the colour scheme being completely black and white), as well as cell shading and harsh shadows on characters and objects' faces. This will give the game a very gritty and harsh look and tone with occasional comedy elements.

All art assets can be found on the assets list here

3D Assets:

Environment:

- Living Room
    - Couches
    - Carpet
    - Ornaments
    - Chandelier
    - Paintings
    - Coffee Table
    - TV
    - Radio
    - Rotary Telephone
    - Lamp
    - Shelves
    - Chairs
    - Vase
    - Photographs
    - Trophy
    - Gramophone
    - Gun Display
    - Sword Display
    - Grandfather Clock
- Bathroom
    - Bathtub
    - Toilet
    - Sink
    - Toilet Paper
    - Towel
    - Bleach
    - Sponge
    - Mat
    - Shower Head
    - Mirror
    - Bottle of Pills

- Kitchen
  - Knife
  - Utensils
  - Fridge
  - Food
  - Apron
  - Cupboards
  - Oven
  - Pan
  - Cloth
  - Washing Machine
  - Wall Clock
- Bedroom
  - Bed
  - Carpet
  - Wardrobe
  - Dress
  - Outfit
  - Family Photos
  - Radio
  - Alarm Clock
  - Bedside Draw
  - Lamp
  - Key
- Study Room
  - Books
  - Bookshelf
  - Desk
  - Lamp
  - Typewriter
  - Paper
  - Pens
  - Newton's Cradle
  - Locked Draw
  - Gun
  - Implicit Photo
  - Family Photo
  - Newspaper
  - Telephone
  - Grandfather Clock
- Dining Room
  - Piano
  - Large dining table
  - Chairs
  - Candle Holders
  - Utensils
  - Plates
  - Food

- - ○ Knife
    - ○ Chandelier
    - ○ Grandfather Clock
  - ● Hallway
    - ○ Table
    - ○ Mirror (Non-reflective)
  - ● Misc
    - ○ Coffee cup
    - ○ Magnifying Glass
    - ○

Interactive:

- ● Evidence
  - ○ Knife
  - ○ Gun
  - ○ Sword
  - ○ Photos
  - ○ Typewriter
  - ○ Oven
  - ○ Carpet
  - ○ Outfit
  - ○ Pan
  - ○ Bleach
  - ○ Bathtub
  - ○ Trophy
  - ○ Vase
- ● NPCs
  - ○ Police Chief
  - ○ Detective Partner

2D Assets:
Environment:

- Family Photo
- Implicit Photo
- Floor
- Wallpaper
- Typewriter paper
- Newspaper
- Book Covers

NPCs:

- Criminals

UI:

- Main Menu Screen Buttons
- Option Menu Screen Buttons
- Credits Menu Screen Buttons
- Notes Page
- Subtitles
- Tips Hotkeys

Concept Art

Detective
P. D.

Sound:

Sound Profile:

The sound effects of the game must fit the audio profile of the era the game takes place. This audio profile is best shown in this video: https://youtu.be/H6sOTBtcCcA *(Not created by studio)*

To describe it in words, the audio must contain pops and bangs, a slight buzz under the audio, brash volume and a very stylistic tone.

Sound Effects:

Environmental:

- Living Room
  - TV
  - Radio
  - Grandfather Clock
  - Wind
  - Rain
- Bathroom
  - Water Dripping (Sink and Shower)
- Kitchen
  - Fridge Hum
  - Water Dripping (Sink)
  - Washing Machine
  - Clock
- Bedroom
  - Radio
  - Clock
  - Wind
  - Rain
- Study Room

- ○ Grandfather Clock
  - ○ Wind
  - ○ Rain
- ● Dining Room
  - ○ Grandfather Clock
  - ○ Wind
  - ○ Rain

Interactive:
- ● Click Sound
- ● Camera Flash
- ● Door

Player:
- ● Walk Cycle
  - ○ Wood Boards
  - ○ Carpet
  - ○ Marble
- ● Dialogue

UI:
- ● Old Tape Sound
- ● Low hum

Music:
- ● Main Menu Music
- ● Ambient Sound Track
- ● Sound Cue

Level Design:

The layout of each room must be unique or atleast have unique elements within them. This is so that the player will be able to enjoy each room to the maximum degree especially since much of the game is designed around replayability.

Hallway

To begin with the hallway was designed so that the player would have to turn corners in order to find the rooms. This was done so that the player will find the experience a little more enjoyable than by having a straight corridor. Additionally the first room the player will see is the living room, where the murder took place. This point of interest is something we wanted the players to explore since most players would wish to go to the scene of the crime.

Kitchen

The kitchen was designed to be a more open room with an emphasis on making the player interact with both sides of the room. To achieve this in an interesting way a clear divider was created, this being the kitchen's workspace that morphs the room into a U shape.
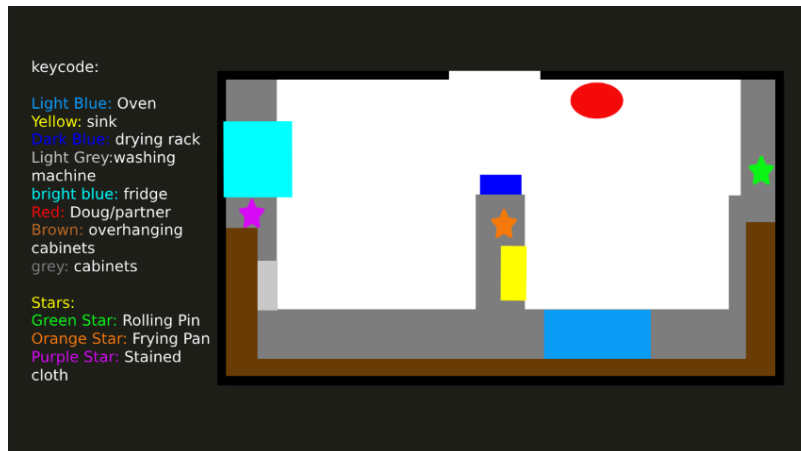
Bedroom

The bedroom was designed to move the player in a modified U-shape. This makes the player more likely to walk straight into the small corridor, next that is straight ahead of the door.By doing this we make it so that the player has to backtrack in order to fully explore the room and acquire the evidence.
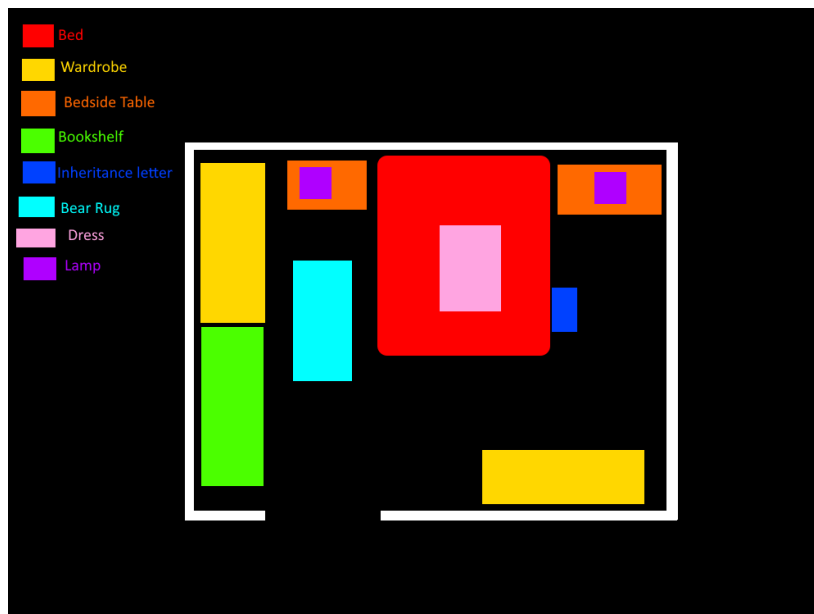
Living Room

The living room is a major point of interest in the game since that is where the murder took place. This is also the first room the player will see. As such the level was designed to encourage and require the player to explore it in its fullest. This will help the level designs of all rooms since we can then focus on creating unique shapes from the environment.
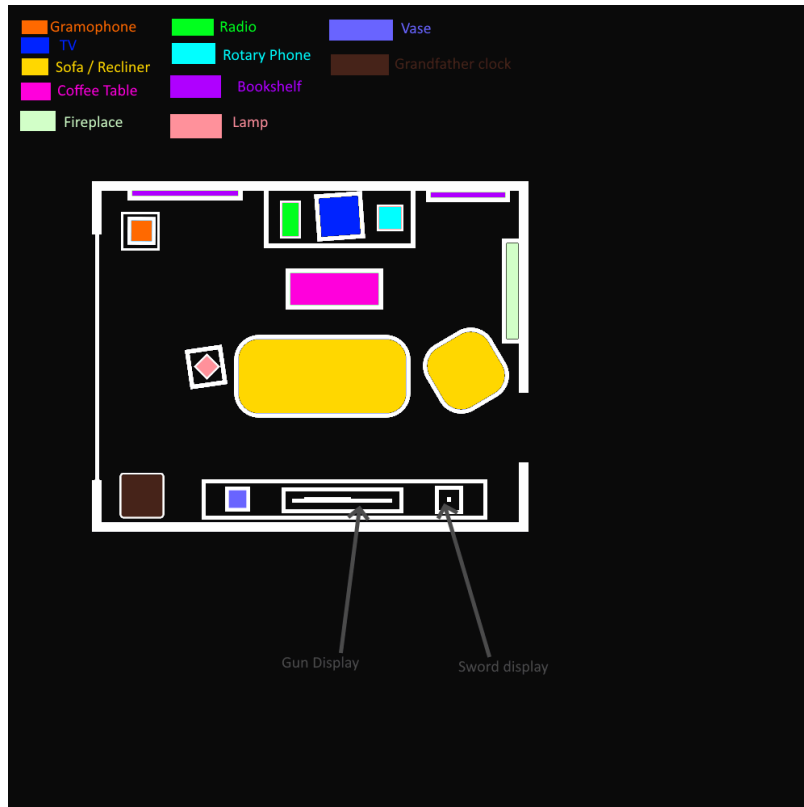
Dining Room

The dining room was designed with the dining table as the core focus. This makes the player focus on the table and not the evidence around them, as such this makes the player spend more time searching the environment. Additionally this encourages the player to take in the rooms individually before searching for evidence, so that they don't miss anything.

DINING ROOM

DETAIL:
FOLLOWING SIMILAR
DESIGN STRUCTURE IN
MOST NEW YORK
PENTHOUSES

KEY:
WINDOW
BOOKSHELF
GRANDFATHER CLOCK
CHAIR
TABLE
CANDLE HOLDER

EXAMPLE PICTURES:

Bathroom

The bathroom was designed to be a wide open space. Whilst not particularly interesting in terms of layout it being the only room which isn't restricting helps make it stand out and appealing.

Keycode:

Dark Blue: Bath
purple:Clothes rack
Cyan: toilet
Orange: radiator
Light blue: cabinet
Bright blue:overhanging cabinet
Magenta: sink
Green: towel +plus towl holder
Red: Doug/Partner

Stars: evidence
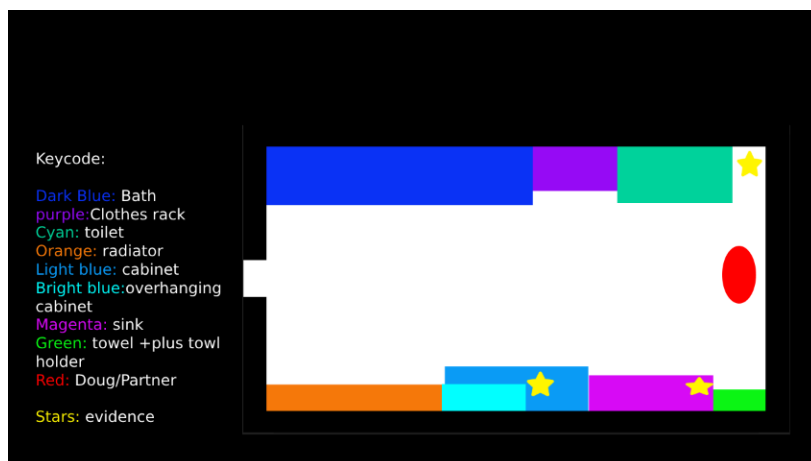
Narrative:

The narrative documentation on its own can be found here.

Introduction

This document will be the centrepiece for all narrative-related work. If a developer has any questions this document should have the answer and should be looked for here first.

If there are any questions after reading this document please contact the writer.

Perspective: third Person

Techniques to get final results

The game makes use of a variety of methods to get across the feel and narrative that we desire. This is done so that the player can get a better experience as well as avoid any risk of the game being repetitive. Ideally this would be done through other methods as well however this isn't possible due to time constraints.

Methods used:

Dialogue:
The game is very dialogue heavy and relies on it being the main way to get the narrative and gameplay rules across to the player. As such much of the dialogue should be compact and quick. This is because long lines of dialogue, especially in a heavy dialogue based game such as this, can cause players irritation or become tedious very quickly.

Furthermore the dialogue must contain at least a little bit of game changing information. Such as mentioning how the butler is a mafia member and showing the detective's obvious dislike for the character. Additionally the dialogue for when the player picks up evidence should indicate the way it ties into the murder.

Overall whilst dialogue is the main technique used for narrative purposes as well as explaining to the player the rules they have to abide by. The usage of it must be **informative and efficient**. Failure to do these two can result in the game being understandable.

Art:
The art this section relates to is the art for the suspects mugshots.

The art is a useful and one of the limited few ways that the suspects get characterisation. In fact it is the only form (minus detective himself) of unbiased characterisation in the game. This means that they are used to get the actual personalities of these suspects across to the player efficiently as well as potentially changing their own answers. Furthermore this also adds to the characterisation of the detective since it shows his bias and altering of events to match his beliefs the most.

Evidence:
The evidence is another method in which the game will get across the personalities and narrative. This is largely a support method for the characterisation in order to build depth for their personalities. However there are risks with this method. Such as players have the potential to miss these items and thus not gain any insight on the character. This could have them change their opinion and beliefs and accuse without having any of the intended bias.

As such outside of one suspect make heavier use for their characterisation(will be discussed further on) Evidence should be kept in a supporting role.

Overarching story

The overarching story is that of a wealthy businessman who is killed by a mysterious killer that the police cannot figure out. So they must turn to the player character who is the mysterious noir detective.

Character Details plus Explanations

Detective

The detective is the player character and is also the narrator. Despite this, he is written as an **unreliable narrator** who clearly isn't giving a truthful picture of the events that transpired, instead giving his own warped image.

The detective has a cynical worldview and an open dislike for humanity as a whole. As such he will be more than happy to be rude to the other characters or even twist their words to fit his own image of the world.

This will be done through his dialogue and how he describes/ thinks what the characters say since this game is happening in the **present** tense. Additionally, since he is the one talking out the events in his head his personality will be the easiest to show off.

Due to the fact he is the narrator his ideals and beliefs are what the player will likely come to believe are the reality of the world. Something that should be avoided within the dialogue by showing the unnecessary (cruelty) characteristics of the player character. The most effective way of doing this would be having the other characters' personalities practically stated with the detective showing his doubt. It is important that there is no indicator that his beliefs hold any merit otherwise the other character's personality characteristics will be called into question.

There are multiple reasons for this since if the character personalities are called into question then the stories of said characters could be called into question and be jarring to the image the player has of their character. This does not mean limiting the player's thoughts or explicitly stating that the detective is wrong, however, it is important to show the lack of merit and let the player come to the conclusion.

Additionally having the characters' personalities called into question by the player through explicit starting from the detective, the one thing that narratively must be avoided, will have implications on the identity of the true murderer. This causes issues for both gameplay and narrative purposes. For gameplay the player will be guided into finding the correct murderer rather than the desired effect of letting the player decide via the evidence. Additionally by guiding the player we will be moving a large part of the puzzle of the game as well as replayability since more clues will point towards the actual culprit. In terms of narrative this would break the rules of stating what is happening rather than showing, potentially drawing the player out of their immersion and degrading the quality of the game overall.

Backstory (This will be alluded to)

The detective's backstory is that he was originally a part of the police force but looked too deep into a case that he shouldn't have. The case was about a local murder done by the mafia. Refusing to be bribed by the mafia once they discovered his investigation, the mafia turned to deter his investigation through other means. The method they chose was bribing a couple of police officers to pull over the detective's family in a traffic stop before killing them.

This naturally devastated him and he fell into a deep depression with him believing the world he fought for was one of corruption. Still, without a job and a need to pay for basic necessities, he accepts odd jobs, sometimes from the police chief.

Evidence: N/A (has none)

Detective Personality

Three core traits: (These will contain how they link to the detective)
Arrogant: he believes he is always correct with this even tying into gameplay as the player won't learn who actually did it because of this arrogance. This is also his dominant trait.

Rude/spiteful: he will not hesitate to be cruel or mean for petty or no reason at all. In his eyes he is the one that matters so the feelings of others are inconsequential.

Independent: he doesn't like to be helped unless he believes it's tedious or beneath him. Thus the role of the partner.

Police Chief

The police chief is one of the more likeable characters in terms of personality. Sadly this is largely overshadowed by the detective's pessimism and disbelief in the kindness of his fellow man. As such anything positive the police chief says (detective quoting him) will always be followed by the detective shooting down his belief or twisting it to match his own beliefs.

The police chief in game will act more as a guideline and checkpoint for the player, he is the one the player goes to in order to go to another day or to select the culprit. As such his role narratively is rather limited in a way which makes the detective have more sway on his personality despite being present in game.

To counteract this, have the detective mock what the police chief says and directly quote him in a satirical or theatrical voice.

Backstory

The police chief rose through the ranks due to his popularity with the regular people

Evidence: N/A

Police Chief Personality

Three core traits: (These will contain how they link to the police chief)
Kind: he genuinely wants to help people as much as possible and hates it when he can't.

Jealous: he is jealous of the detective's ability to solve cases where he himself can't.

Pragmatist: he will uphold the law as much as he is able within the limits of it helping people.

Partner

The partner is one of two bubbly happy characters in the game in which they will make the game more enjoyable instead of purely dark and grim.

Despite this the player will receive a slightly warped version of his personality. This is due to the player seeing the world through the lenses of pessimism of the detective. This would naturally make it difficult to convey the genuine joy and excitement of the character.

In order to work around this we can have the detective quote some parts of what the partner says like the chief. This has the chance of making the game feel repetitive. However due to limitations the desired and likely best method (look below) is unavailable for this project. As such the detective will have to focus on a particular characteristic of the characters. For the partner this will be his happiness and genuine joy. These characteristics will be preyed upon by the detective and religiously denounced.

Backstory:

Partner is in an Apprenticeship with this being his first case and he is happy to meet a near urban myth. However he quickly comes to realise that the detective is an incredibly arrogant and rude individual.

Evidence: N/A

Partner personality:

Three core traits: (These will contain how they link to the partner)
Kind: The partner is a genuinely kind character who wants to make the world a better place and as many people happy as possible.
Naive: the partner doesn't fully understand the cruelties of the world.
Respectful: the partner will avoid insulting someone no matter the situation or their own personal anger.

Suspects

The suspects overall are little more than art in terms of gameplay with their personalities being conveyed largely through appearance bias and descriptions. This however doesn't mean some characterisation can be done. In fact there are more ways characterisation can be done for these characters.

These include evidence, room presence(what rooms their evidence is commonly in) character images, Detective dialogue and cutscenes. This just lists a few and the main ways that will be used.

Wife:

Her primary inspiration and reference would be Mrs Birling from inspector calls.Except more likeable to a degree/. This should be kept in mind throughout her characterisation.

The wife is one of the actually innocent suspects. Despite this there must be plenty of clues to tie her to the murder of her husband. Since this is important for the gameplay as a whole. As such one of the ways to make the player think it is her is through bias.

If the player has watched any noir film they are likely to have the bias of the wife being the murderer. This is due to how much of a common trope it is. The narrative will be playing into this bias, as well as creating a general dislike for the character through the usage of negative characterisation. The wife will be very stereotypical to play into the bias viewers of this genre would have, whilst also having very few apparent redeeming qualities.

To create this character multiple methods will have to be used. For starters their evidence will either have to be expensive or incredibly ornate even for simple items. Like scissors for example. Additionally another way they will be characterised is through their picture. Whilst minor this will help towards conveying the characters personality with this even being refined by the detectives dialogue. Furthermore the detective's dialogue will be a major contributor to the wife's characterisation.

Backstory:

She was born into a wealthy family and married for love over wealth. A surprise to many. She however maintained her decorum and attitude that was instilled into her by her birth family forming her personality.

Evidence:

Ear Ring: An earring that was found at the crime scene.

Located in the living room.

Trophy: the victims favourite trophy and one now damaged

Located in the dining room

Inheritance letter: A quote stating how much would be transferred from her husband's inheritance fund

Located in the bedroom

Vase: A vase that has been damaged after hitting something

Located in the dining room

Dress: A damaged/torn dress

Located in the bedroom

Makeup palette: A ruin of an expensive makeup palette

Located in the bathroom

Wife personality:

Three core traits: (These will contain how they link to the Wife)
Pompous: she believes she is more important than she is.
Eccentric: she is rich and isn't afraid to show it.
Selfish: she only cares about this since it's affecting her.

Chef:

The chef is the actual killer but despite this he is one of two 'rays of sunshine'. This means that he will be a seemingly happy and excited character much like the partner.

The reason for the chef to be a ray of sunshine is to create a small mislead on who the killer is. Although there is a chance that the player picks the chef simply because the chef is the only happy looking character. This is something that is encouraged since it would fit in well with the detective's characters and something which could be enjoyable to the player.

Despite the fact that the chef has this risk his personality will be shown in a small variety of ways. Something different to the other happy character within the game. The chef's main way of showing his happy personality is through his mugshot where he is smiling and carefree. Additionally his general personality and how the detective describes him will convey his character.

Backstory:

The chef was hired by the victim for his skills. At Least that's what many would think, in reality, the chef and the victim are in a gay relationship.

Evidence:

Knife: A standard cooking knife. Sharp, durable, and used...

Located in the living room

Typewriter: A frequently used item which is heavy enough to be used as a blunt weapon.

Located in the study

Rolling pin: A blunt pin, perfect for bashing food.

Located in the kitchen

Photo: A photo of the chef and the victim in a very close relationship.

Located in the study room

Frying pan: A deadly pan for its featherless, cookable victims

Located in the kitchen

Plate: An ornate plate containing untouched food.

Located in the dining room

Chef personality:

Three core traits: (These will contain how they link to the Chef)
Kind: They are overly kind to everyone even to those of a lower station.
Secretive: Despite how kind he his there is very little known about the chef
Unprofessional: he knows his skills are to the point where he doesn't worry about being professional.

Butler

The butler can be described as a true professional, their work and objectives come first. This means that the butler if required to kill will kill. If they are required to serve a rich couple they will. But most importantly they will not only succeed but thrive. This is important for their characterisation and for art purposes. To a lesser degree with art purposes.

The butler's character is conveyed heavily through dialogue. Especially their backstory due to the detective's unique past with the mafia. This will create hostility with the butler and help balance out the bias from the other suspects.

Furthermore this character's backstory plays far more into their characterisation than any other character. Excluding the detective. This will help to create a unique and interesting character. However to create a truly captivating or alluring character the usage of dialogue is a must. This is because unlike the other two suspects which make use of their images and evidence to convey personality. Whilst contrasting each other. The butler will be the foil for the detective themselves.

Backstory:

The butler is a member of the mafia tasked with keeping an eye on the victim. However the mafia has some positive ties with said victim. As such they attempted to keep watch whilst being as unobtrusive as possible. To do so they settled on the butler as a cover. The butler is a relatively high ranked member in the mafia and is a respected member. This comes with the perks and negatives of being recognisable to those that have looked into the mafia members. Such as the detective.

Evidence:

Gun: A gun which has many crimes connected to it.

Located in living room

Sword: This would leave a hefty wound.

Located in the study

Bleach: A recently bought but half-empty bleach bottle.

Located in the bathroom

Bear Rug: A stained rug made of a bear who was in the wrong place at the wrong time.

Located in the bedroom

Rat Poison: A poison that is effective at dealing with pests…

Located in the bathroom

Cloth: A stained cloth

Located in the kitchen

Butler personality:

Three core traits: (These will contain how they link to the butler)
Calculative: they weigh the pros and cons before acting
Efficient: they value efficiency above most
Morally bankrupt: no crime is too heinous for them

Crime Report

This section will include the written report of the crime as well as the suspects files. This is written with the intention of it being implemented.

This section was written in a separate doc before being transferred into this one. Find the other doc here

Victim/Husband

Name: Alexander Monclair
Status: Deceased
Occupation: CEO of Monclair Refineries.

The victim was found in the living room with 28 stab wounds and a broken skull at 3pm. These stab wounds were deep and clean additionally the skull fracture was caused by a hard object hitting the skull. The room itself had several bullet holes indicating a struggle. Despite this apparent struggle the furniture was unaffected. It is currently unclear who was in possession of the firearm.

Suspect 1: The Butler

Name Jamie Doe
Status: Detained
Occupation: Butler, Mafia Capo
Personality: Competent and ruthless. Dark Sense of humour.

After doing a brief investigation into why such an efficient and ruthless member of the five families mafia group was doing butler work, we discovered that she was sent there to protect the victim. Making this her first and only failed assignment that we are aware of. Unless her orders changed.

Suspect 2: The Wife

Name: Dianne Monclair
Status: Detained
Occupation: Chairwoman of Monclair Weavery
Personality: Arrogant, pompous.

She was the first to find the victim upon which she reportedly broke down. It is unclear how long she was in this state since when police arrived she was composed and proper. If only barely. This however didn't last when she was detained as she went from very proper and authoritative to an emotional mess.

Suspect 3: The Chef

Name: Paddington Jenkins
Status:Detained
Occupation:Chef
Personality: Jovial, kind and caring.

Paddington was the last to be detained since he wasn't at work when the investigation began. Despite this we believe he is only one to have knife work skills to deliver such clean cuts to the victim. Additionally unlike the wife, Diane, he and Jamie have fully cooperated with the police.

Newspapers/endings

Newspaper is called New Liberty News

The Butler

Murder of Monclair Millionaire

After the murder of Augustus Monclair the overextended police force called in a private detective to take over the case. Within just three days the private detective has accused the butler Jamie Doe. Known for her affiliations as a capo to the five families mafia. This accusation has led to the arrest of Jamie Doe, who is now awaiting trial. A police insider has stated that the victim likely angering the mafia in some ways as the cause of murder.

The Chef

Murder of Monclair Millionaire

After the murder of Augustus Monclair the overextended police force called in a private detective to take over the case. Within just three days the private detective has accused the private chef Paddington Jenkins. Known for his culinary skill as well as his skilled and swift knife work. This accusation has led to the arrest of Paddington Jenkins, who is now awaiting sentencing. A police insider stated that Paddington was the only one capable of the stabbing due to his skills with a knife.

The Wife

Murder of Monclair Millionaire

After the murder of Augustus Monclair the overextended police force called in a private detective to take over the case. Within just three days the private detective has accused the wife Dianne Monclair. Known informally as the ice queen of Monclair Weavery. This accusation has led to the arrest of Diane Monclair, who is now awaiting trial. A police Insider has stated that the victim likely insulted the aristocratic woman.

Cutscene
This will only include the direction dialogue will have its own section

Still frames minus pans

Start of days (all of them, same scene, different dialogue)- starts at the detective's legs with a brick wall in the background. Then pans up. When half way up a sound of the cigarette being thrown is shown. Once it reaches the bottom of the detective's face the detective walks away. Detective walks out the elevator to talk to the police chief.

Deliberation - same shot of the brick wall but facing the other direction. Dialogue is the detective ego

Aftermath - newspaper showcase with a bit of detective dialogue.

Dialogue

Day 1

Opening cutscene

"It was another rainy day in this god-forsaken city. Another case of me picking up the pieces that the police cannot; they would rather focus on other things and leave me to do the dirty work." (20 seconds)

Context: opening scene, the detective is grouchy and annoyed as he thinks about the state of the city

"I knew it would only take three days. After all, all I had to do was find the evidence and accuse the murderer."

Context: Continuation of previous dialogue. The detective is more resigned as he speaks. But confident and proud.

Day 1 room choosing

"I knew the evidence was locked away in the rooms. Three days, three rooms. Simple, just as I knew it would be."

Context: The detective is almost bored of stating this. He believes this to be the most obvious thing in the world.

Day 1 deliberation room

"The police chief asked me, "Have you made your decision?" Clearly, he knew how good I was to ask on the first day." (11 seconds)

Context: The detective is pleased by the, but when he says police chief he says it with disdain.

Day 1 accusation button pressed

"The answer was obvious, nevermind I'm just a genius these morons could never figure it out from so little."

Context: the detective is incredibly smug and prideful here and lets it be known.

Day 1 Looking at Doug

"The police saddled me with a rookie. Doug, I believe his name was. What a naive fool. He was happy whilst living in this city. That will change soon enough."

Context: The detective has complete disdain for Doug and shows it.

Day 2

Opening cutscene

"Another day, another room. "*I hope that the rookie does more than just encourage me*". Were my thoughts as I started the second day." (20 seconds)

Context: The detective sounds resigned when he says another day, another room. He then switches to annoyance as he talks about Doug. Then factual as he acknowledges that he is recounting this.

Day 2 room choosing

"I knew I needed to choose another room. After that day I only had one day left to make my decision."

Context: the detective is almost reciting the events at this point. So they matter of fact and snobbish

Day 2 deliberation room

"I knew that I could choose someone. But the police chief thought I didn't investigate enough. What does he know?" (11 seconds)

Context: The detective sounds as arrogant as possible in this scene.

Day 2 accusation button pressed

"With that, my suspicions are proven correct. However, that police chief questioning me is annoying."

Day 2 looking at Doug

"The fool was somewhat helpful on the first day. However, I do remember being enraged by his naivety."

Context: Still has disdain but less than the first time. Has the slightest hint of respect in his voice.

Day 3

Opening cutscene

"The final day before I made my decision. The final day before I showed the police chief he doesn't need long investigations." (20 seconds)

Context: The detective sounds almost bored. But aggravated when he mentions long investigations.

Day 3 room choosing

"The final room I entered for this pathetic excuse for a case."

Day 3 deliberation room

"The day to make my final decision. The police chief said something about how it wasn't right to have someone arrested for such little evidence. Pitiful." (11 seconds)

Context: He is very mocking in how he talks about the police chief. He says pitifully with disdain.

Day 3 accusation button pressed

"The time has come to make the choice I knew all along. It was always so simple for me."

Context: The detective sounds arrogant and like he just won a game of Monopoly.

Day 3 looking at Doug

"The fool did it, he was being helpful. Was the only thing I remember thinking about him."

Context: The detective is in a state of disbelief and shows it.

Final Cutscenes

Chef arrested

"The chef was a clear choice. After all, he was a master of knife work. How the police couldn't figure it out themselves astonishes me."

Context: The detective sounds exasperated but unfathomably confident

Butler arrested

"Another piece of trash off the streets. Hopefully, that scum shares the fate of Augustus in prison."

Context: The detective is speaking with utter hatred here.

Wife arrested

"The deceiver thinks that a few tears will be enough to wash away the truth of her guilt. Unfortunately for her, she was investigated by me."

Context: The detective sounds jovial almost like he's trying not to laugh.

Idles

"Wonder if they have any beer here… probably not."

Context: the detective sounds curious before turning depressed at "probably not".

"Hmm"

Context: detective hmms

"*Sigh* I hope the chief knows how lucky he is to have me."

Context: the detective sounds bored

Items/evidence

Chef's evidence

Knife

"The chef's knife is an obvious murder weapon. How did the police miss this?

Context: The detective sounds astonished that he even found this.

Typewriter

"Heavy enough to break in a skull with ease. Also, the object that can just as easily incriminate someone with just a few taps."

Context: the detective is considering his words and seems to be thinking it over. He still sounds confident during this process.

Rolling pin

"An expert could easily use this for the murder…"

Context: the detective sounds confident and accusatory

Photo

"Well, I found the motive for the murder. Who knew that love would cause so much violence? Me of course."

Context: The detective sounds confident and like he is trying not to laugh.

Frying pan

"A good old bonk on the head is all that is needed sometimes… but then how was there a struggle?"

Context: The detective is jovial until the but where he turn suspicious

Plate

"A plate of untouched food in this climate. Impossible. Unless the murderer was using it as a distraction…"

Context: the detective is filled with confidence and pride here.

Butler's evidence

Gun

"The failure that shot this needs another lesson."

Context: The detective sounds appalled

Sword

"Swordplay, what year do these imbeciles even think this is."

Context: the detective sounds annoyed.

Bleach

"Ah, the preferred method of the mafia to hide their tracks… how predictable."

Context: sounds exasperated

Bear Rug

"I see, so he wasn't very loyal to the italians"
Context: trying not to laugh

Rat Poison

"A rat using its own poison."
Context: The detective sounds amused

Cloth

"What she stained this with this time?"

Context: detective sounds suspicious

Wife's evidence

Earring

"This was ripped out rather violently"

Context: detective sounds curious

Trophy

"First place to this murder"

Context: detective sounds like he is trying not to laugh

Inheritance letter

"Hm, a motive has been found."

Context: The detective sounds suspicious

Vase

"A broken vase. What was it broken on?"

Context: The detective sounds curious at broken vase but suspicious when he asks the question

Dress

"The dress was torn on purpose."

Context: the detective sounds curious.

Makeup palette

"Someone wasn't having a good day"

Context: the detective sounds jovial and amused.

Final evidence picked up

"Time to head to the deliberation room."

Context: sounds factual

"That's all the evidence I need today. Time to deliberate."

Context: sounds resigned

"That's all the evidence I will need for this case."

Context: sounds relieved

Magnifying glass

"Maybe a little help wouldn't hurt."

Context: factual

Doug finds evidence

"He actually found something?"

Context: sounds truly surprised.

"The rookie found something?"

Context: sounds surprised.

"The rookie is better than his seniors at finding evidence"

Context: sounds exasperated

"Rookie was actually being useful. At Least when it comes to finding evidence."

Context: slightly grateful mostly surprised

"He might actually have value."

Context: sounds surprised but ungrateful

"Wow he really found something."

Context:astonished

Game Path:

- Start Game
  - Game Menu. Progresses when Player presses start
- 1. Decide room
  - Hallway where you pick which room to go inside
- 2. Investigate room
  - Look around the room and find clues. When you think you have found all your clues, ask the police chief to leave the room
- 3. Look at evidence collected and be asked if you are ready to make a decision. If not, you can go to another room.
- 4. After looking at 3 rooms, you will be forced to make a decision on who it is.
- 5. Get a narration from the detective's perspective gloating about

Programming

- **Menu**
  - Press the buttons (Start, Settings, Credits, Quit)
    - New game
      - Starts a new game save
    - Load game
      - Takes the player to the saved game states (a maximum of 3 saves)
    - **Settings**

    - Credits
      - Connor R - Designer/Programmer
      - Kamran Y - Designer/Audio
      - Yannick F - Designer/Narrative
      - Megan W - 2D Art
      - Rebecca G - 3D Art Assets
      - Ryan M - 3D Art Assets
      - Nour E - 3D Art Assets
      - Sameer A - 3D Art Assets
      - Rahul C - Sound
    - Quit
      - Any guesses
- **Settings**
  - Controls
    - Control Scheme
    - Button Controls
  - Resolution
  - Fullscreen
  - Sensitivity
  - Audio
    - Main
    - Music
    - Speech
    - SFX
  - Accessibility
    - Crosshair
    - Font
    - Font size
    - Brightness
    - Contrast
    - Subtitles
    - Subtitle Size

- **Pause Menu**
  - Resume
  - **Settings**

- ○ Save and Menu
  - ■ **Save**
  - ■ **Menu**

- ● **Lift State**
  - ○ Played under Main Menu.
- ● **Cutscenes**
  - ○ Cutscene to introduce the Player to the Detective. Only shown when the new game button is pressed.
  - ○ Cutscene for end of day 1
  - ○ Cutscene for end of day 2
  - ○ Cutscene for end of day 3 (Final cutscene)

- ● **Hallway**
  - ○ Player
    - ■ Walking
    - ■ Camera Movement
    - ■ Interact
  - ○ Environment
    - ■ Lift
      - ● Opens and then closes once the player exits
    - ■ Police Chief
      - ● Greets the player and asks them to choose a door
    - ■ 6 doors
      - ● Opening a door will take you to one of the 6 rooms, where items will be spread across the floor.
      - ● Living room, bathroom, bedroom, study, kitchen, dining room
  - ○ UI
    - ■ Subtitles
      - ● Subtitles will be shown during this period whenever there is narration or dialogue from either the detective or police chief
    - ■ Interactables
      - ● When hovering over an interactable, a text prompt will pop up saying the button to press to act or will begin a loading bar if certain accessibility controls are turned on.
    - ■ **Pause Menu**
- ● **Room**
  - ○ Player
    - ■ Walking
    - ■ Camera Movement
    - ■ Interact
  - ○ Environment
    - ■ Police Chief
      - ● Standing outside the door. Asks the player if they have made their decision (narrated by the detective, of course).
    - ■ Random voice triggers

- When the player enters or looks at an area which triggers a voice-over, the detective will say something snarky.
  - ○ Evidence List
    - ■ Shows current evidence
    - ■ When the player interacts with the X at the top, the evidence list disappears.
  - ○ Powers Ups
    - ■ Magnifying Glass
      - ● Found in some rooms, used for a couple of seconds to look for clues (fingerprints, smaller details, etc) then put away due to the detective's massive ego. (He doesn't need to use it, he's too good for that).
    - ■ Sniffer Doug
      - ● Doug will find a clue around the room.

- **Evidence Room**
  - ○ Papers in front of you
    - ■ Pick up different papers on the table and read the collected evidence
  - ○ Police chief
    - ■ I've made my decision (option forced on day three)
    - ■ One more day
  - ○ UI
    - ■ **Pause Menu**

- **Save System**
  - ○ Checks the state of the game
    - ■ Hallway
    - ■ Day (1,2,3)
    - ■ Evidence Room (1,2,3)
  - ○ Rooms visited
  - ○ Items collected
  - ○ Power-ups
  - ○ Player position
  - ○ Quip objects