WOLF IN THE CROWD!
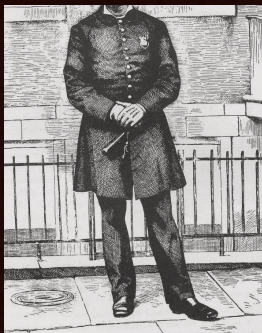
MURDER IN THE TOWN! NEWS SHOCKS PUBLIC!

Report by David Carroll, Minmini Sanganathan, Andre Dion, Horacio Castillo

Watch out for **Fun Facts** in our slides!

STORY OVERVIEW

DETECTIVE CALLED TO THE SCENE!

You play as a detective attempting to solve the cult-like murder of a young teen in the city. Police are stumped and called upon you to solve the chilling crime. There are four main suspects, but only one has committed the crime! Your job is to find who had did it, and unearth the truth of the murder. Be warned, not all who you talk to will tell the truth.

NARRATIVE STANCE & RATIONAL

MURDER! WOLF HIDDEN AMOUNGS THE CROWD!

You play as the detective as you attempt to solve the mystery.

The truth of the crime is hidden from the detective, and it is your job to discover the truth.

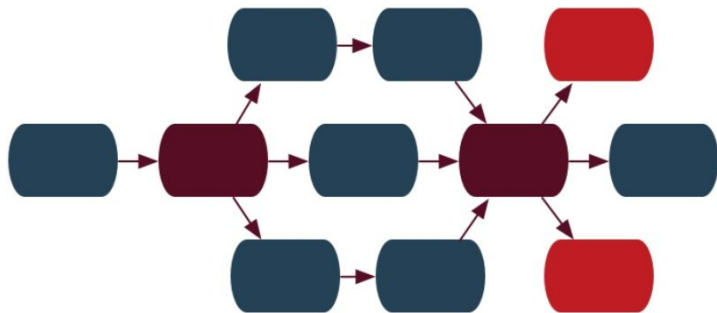You learn with the detective, and have to make tough calls that the detective is learning.

The story is written in a clinical, cynical fashion. Everyone is a suspect!

STORYLET STRUCTURE

And here's a branch-and-bottleneck, where the player is allowed some variation and then channeled back for critical moments:

BRANCH & BOTTLENECK

Our storylet follows closely a branch and bottleneck pattern.

Different paths to come together for an ending that is different depending internal states.

Fun Fact: Mimi and Horacio pulled many nighters for this script.

EXPERIENCE GOAL

Place the player into the role of a detective in a dark-gothic setting trying to solve a equally dark crime.

Have the players collect clues and piece the crime together while dealing with untrustworthy suspects

Reward players for asking the right questions and observing the right clues.

DISCOURSE!

"Sure, but I am afraid I won't be able to tell you much more than the photographic print I sent you. It really is a fascinating development though, isn't it…the photographic print I mean!" the Mayor strokes his chin, "You know, science is truly wondrous these days. I am so glad to be part of a time with such advancements in medicine and technology…"

"Mr. Mayor…" I say calmly, "The crime scene, if you will."

"Right, right! Well… it was a gruesome sight, really," He said, "I think the only person capable of making those gashes and severed limbs would have to be someone with a large blade of sorts. No kitchen knife could have done things like that…"

"I see. Thank you for the note," I say.

"Detective! You are back so soon, how can I help you?" the Mayor asks.

"I just wanted to know some details about the case."

The Mayor glances at his wristwatch, a rare commodity, but I suppose it's yet another sign of his status and wealth. He smiles kindly at me, "Of course detective, I have time to spare for your inquiries."

"Can you tell me about the victim?"

"Can you tell me about any potential leads?"

travel elsewhere

The Mayor shifts his gaze, "Detective… you aren't asking me to accuse someone on the spot are you?"

"No, no." I assure him, "I just need a tip on where to investigate next."

"I see…" He says, "Well, I would never accuse these good fellows… especially after what they've done for this town and all…" his voice drops to a whisper, "But… the only place I'd reckon you could find such instruments would be a doctor's office or the sort…"

"I understand." I say, noting the information, "Thank you for your honesty Mr. Mayor."

And with that, he left his office, leading me out first. I suppose I should carry on with my investigation.

Day1

It's a cold and crisp morning. I see that despite the recent murder, the town still stays active. Business has to run, I suppose.

I wonder just how much of this I'll be able to uncover today.

denstist

fortune_teller

City Hall

Interviewing suspects gives options to gain knowledge about the chilling crime!

Be wary! Detective has limited time and can't interview each suspect! Pick and choose wisely!

Fun Fact: These screenshots were made before we added the fortune_teller branch

DEVELOPMENT & SYSTEMS

THE MAGIC BEHIND THE CODE!

THE TONAL EXPLORATION

Mayor doodle

In our initial concept, we spent some time focusing on a overall style the characters in this game will act and feel like. Style affects the mood of the game!

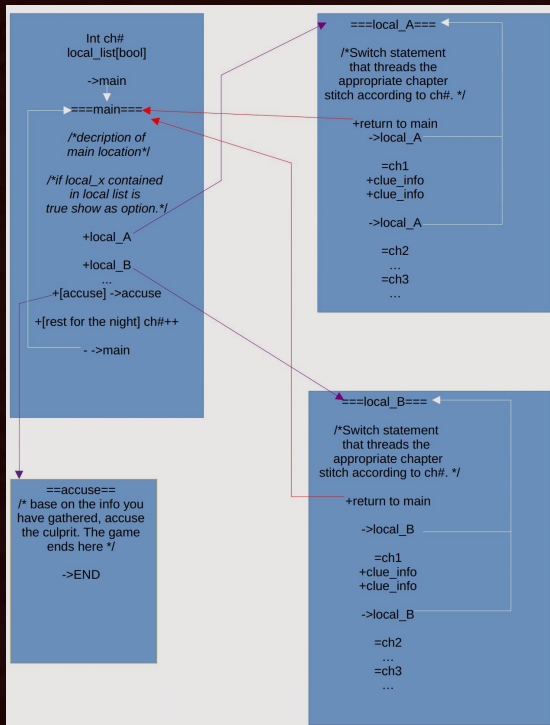Left hand images drawn by Andre (Milo), Right image drawn by Minmini (Mimi)

Fun Fact: Style inspiration pulled from the game Hades and the Kizerilla on IG!

STORY STRUCTURE

```
Int ch#
local_list[bool]

->main

===main===

/*decription of
main location*/

/*if local_x contained
in local list is
true show as option.*/

+local_A

+local_B
...
+[accuse] ->accuse

+[rest for the night] ch#++

- ->main
```

```
===local_A===

/*Switch statement
that threads the
appropriate chapter
stitch according to ch#. */

+return to main
->local_A

=ch1
+clue_info
+clue_info

->local_A

=ch2
...
=ch3
...
```

```
===local_B===

/*Switch statement
that threads the
appropriate chapter
stitch according to ch#. */

+return to main

->local_B

=ch1
+clue_info
+clue_info

->local_B

=ch2
...
=ch3
...
```

```
==accuse==

/* base on the info you
have gathered, accuse
the culprit. The game
ends here */

->END
```

Built around main/root function. Each character and location is their own knot with day/ch# stitches selected by if statement.
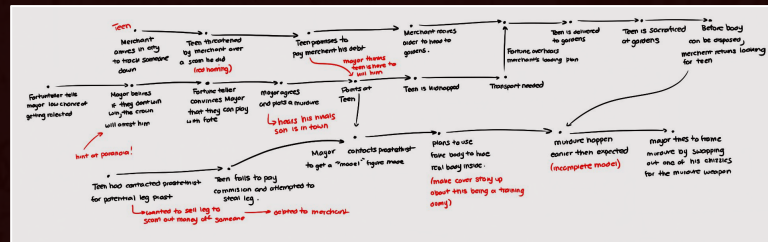
Early concepts of the game. Most of the initial concepts where cut, and simplified to fit a storylet approach.
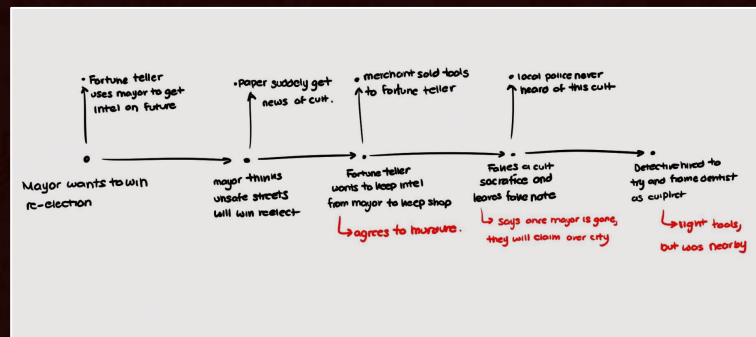
Downscoped the story into more manageable storylets concept. Changes where made between this and the final version. Both graphs by Andre (Milo)

- **"Do you know anyone who could have large blades…?":**
  The Mayor shifts his gaze, "Detective… you aren't asking me to accuse someone on the spot are you?"

  "No, no." I assure him, "I just need a tip on where to investigate next."

  "I see…" He says, "Well, I would never accuse these good fellows… especially after what they've done for this town and all…" his voice drops to a whisper, "But… the only place I'd reckon you could find such instruments would be a doctor's office or the sort…"

  "I understand." I say, noting the information, "Thank you for your honesty Mr. Mayor."

  {+1 EP against the Dentist and the Prosthetist}

- **"Could you tell me your whereabouts during the time of the murder?":**
  The Mayor's eyes narrow slightly, "Goodness, detective, are you accusing me of having to do something with the crime?"

  "Not at all, sir." I say, "Just covering all my bases."

  He cracks a smile, "A good detective you are, aren't you! Haha, I like your thoroughness. Let's see… at the time I believe I was filing away some paperwork at my desk right here. You can ask the staff outside my room if you want."

  "No need, thanks for answering Mr. Mayor."

  {No EP gained}

And with that, he left his office, leading me out first. I suppose I should carry on with my investigation.

Visit City Hall:
Upon entering the city hall, I couldn't help but admire the interior architecture. I spot the mayor's office immediately and head straight to it. As I reach for the doorknob, I catch a glimpse of a library, maybe a study, through the crack of the door next to the office. I'm intrigued, let's see what these books can tell us about the mayor's character.

- Open the Door to Explore the Study

Script work organized into storylets by Minmini and Horacio. Over 40+ pages!
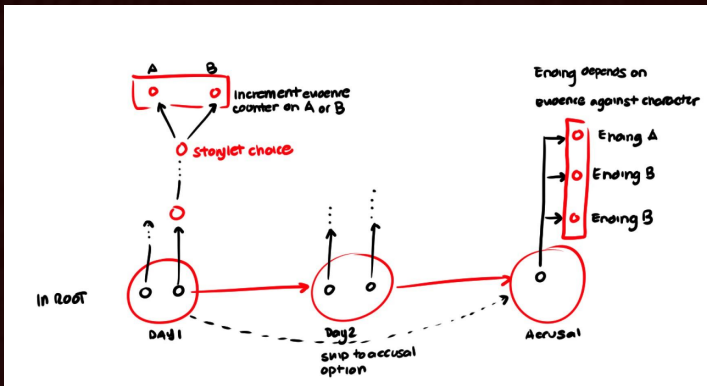
Oversimplified graph of how the game works, but the game is made by using state tracking and modular stories!

Key Variables:

Action Points limiting number of interviews!

Evidence counter determines how many points of evidence against a character.

THANK YOU!

Fun Fact: Two of our game saves got corrupted thanks to GitHub.