

Project Title

Dark Streets: The Last Clue



For 7+

The Game

https://drive.google.com/drive/folders/1jdIDVm_3xwBuLHWfSLw83rDTWh0nOBNu?usp=sharing

The Questionnaire

https://docs.google.com/forms/d/e/1FAIpQLSc3uxfAvpbBuUwzF48MKUm8pGNSL7jn2K1e_FiLrIWvxdNr5w/viewform?usp=header

The playtest reviews for the game are here in this link

<https://docs.google.com/forms/d/1iqhmo2-yZAoSxnLK0nbZ3YIvNtbu1Sn8HlM2O3dTSWc/edit#responses>

Game Story

Narrative Synopsis

Act I: Beginning (Exposition)

Set in 1995, Detective John McGuinness, a stocky, experienced detective, comes in the riot-torn town of Enniscorthy to investigate a series of horrific murders. The fatalities, including activist Linda McCarthy and journalist Chrissy Cunningham, have ties to the riots, which revealed corruption in the local gardaí.

At the town's the pub, John encounters Kevin, a rough bartender who hinted to the corruption. John is assigned to newcomer gardaí officer Anthony Nolan, an idealistic but inexperienced ally. Together, they begin to unravel a web of plot linked to Gary O'Dwyer, the local garda chief, who conceals a dark secret: the murders are a desperate attempt to silence witnesses to his actions during the riot.

Act II: Middle (Rising Action and Climax)

As John and Anthony explore deeper, they encounter resistance from Gary's advocates, which escalates into violent clashes. Investigations at important place, Enniscorthy Castle, establish Gary's involvement in planning the riots and manipulating them for personal gain.

Gary faces the detectives in a climactic fight at Enniscorthy Castle. The truth of his crimes emerges: a car chase gone wrong during the riots led to the accidental death of an innocent, sparking his murderous cover-up.

Act III: End (Resolution)

The story ends based on the player's choices:

- Tragic Ending: John sacrifices himself to save Anthony, killed by Gary's men, his body discarded into the sea.
- Bittersweet Victory: John fatally wounds Gary but dies in the process, leaving Anthony to rebuild trust in the gardaí.

Characters

Character profile



(Protagonist) - Detective, White, Stocky, Mid 40's, John. Solves the murder haunting the town. Although unclear at first, we learn John has a strong sense of justice and always liked the town of Enniscorthy and wants it to return to the peaceful town he once knew.

(Secondary) – Anthony the Rookie. A stoic young man in his 20s, with a clean-shaven face, short tidy hair and a wiry frame. Help's the protagonist against the corruption in the town as he wants to help other people and do right in the world.



(Helper/Antagonist) – The bartender Kevin, a big scary looking man in his 30's with tattoos on both his arms and a blond hair. Gives clues when visited as he never liked the gardai and now since they face corruption, he has more of an incentive to bring them down.

(Antagonists) The higher ups within the gardai face corruption after a single murder by them turns into a power trip. They are either motivated by the money that Gary is giving them, genuine evil or fear of being the next victim.

Gary – The head gardaí. Main killer and the Boss. A tall and heavy man in his late 50's with a greying goatee, baggy green eyes, and a wrinkly forehead. Showing signs of balding. After accidentally murdering someone in a car chase gone wrong, he wants every witness dead to protect his position at the top.

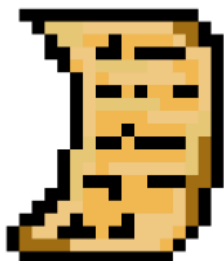
Victims of Interest – Protester/Activist Linda Mcarthy, Journalist(s) Chris “Chrissy” Cunningham and Paul Jr.

Gameplay Overview

This small demo demonstrates a portion of the game with only a few basic mechanics. The opening begins with a small cutscene and some basic sound effects including a small soundtrack. The next scene the play (john) ends up in a pub with two basic NPC's local and the bartender Kevin. The pub is detailed and has colliders along with a camera constraint.



After the player talks to the Kevin, he tells him the go to the back. This cuts to the next scene the fight scene where its Kevin vs John. There are two basic buttons heal or attack. Attack does 20 damage where heal does 25. After the player defeats Kevin, the player gets an item called Piskel scrolls this is the first of many items to collect throughout the game however the demo this is the only item.



Gameplay Experience

The Dark Streets: The last clue is designed to bring the player along a linear path to find clues on how, why and who was responsible for the “the incident” the occurred in the before the arrival of the detective John, Throughout the game there is multiple battles that take place which the character needs to fight through. The gameplay experience of the demo is basic as it does not have the full features that would be included in the final product such as a levelling system and a skill tree. Overall based on the playtest reviews of the game the mechanics of the game are presented okay.

Mechanics and Modes

The game features an interactive story that allows players to make choices of their own.

Mechanics include:

Interactions (Dialogue) with NPC's and choices (responses) to reply to change the path of the story.

The game features a "Clues Board" with allows the player to collect evidence as they play and put together evidence to complete the game.

There is also a fight mechanic in the game that occurs when encountered with hostile NPC's.

The basic character movement.

Enemies and Bosses

The antagonist of the game is set to be the corrupted gardai of the town led by their boss, Gary.

The player also encounters a Bartender named Kevin who works in a local pub this is the first enemy the player encounters

Planned Expansion

In the full release of the game the player will have multiple ending to aim towards and perhaps a secret ending. The game could also have a sequel that covers other cases with the setting of the current game and put it under one timeline.

A DLC is unlikely for this game as the ending is predefined and must end. A DLC to be worth purchasing must include another forma of gameplay and a much more interesting story. The game is in a defined setting and is hard to allows for change which results in a separate game.

Appendix

The Game Page 2

Game Story Page 3

Characters Page 4

Gameplay Overview Page 5

Gameplay Experience Page 6

Mechanics and Modes Page 7

Enemies and Bosses Page 8

Planned Expansion Page 9