**Overview**

You are a famous detective that has solved over 10,000 cases and haven’t failed a single one. An unknown villain is determined to challenge you and break your streak. They have scattered dead bodies of their victims across various areas of the city. Each body is weirdly shaped as if it were going through a radioactive transformation. Each body has clues that lead to more clues on more bodies. Eventually, the clues lead to the villain, however, once you get to the abandoned building and meet the villain, you get trapped in the building and the villain is in front of you. He then reveals to you his plan of detonating a giant radioactive gas bomb in his secret radioactive warehouse. From the darkness, one of the villain’s goons brings out your mother. The villain grabs his radioactive syringe (What he’s been using on all the victims you examined) and gives you your final clue (mother’s dead body). The villain then leaves. The clue reveals the location of the bomb in the warehouse and reveals that the bomb’s timer has started. This means you have a limited number of attempts for each decision to get out of the warehouse and deactivate the bomb. The warehouse is guarded so there are decisions you must make regarding breaking into the warehouse. The villain is stood right next to the bomb so you can kill him before you deactivate it.

**Main Character**

Detective Falcone/ Ryder Falcone: He is the most famous detective in the world as he as solved over 10,000 cases with most of them leading to lives being saved. He is tall, lean and extremely athletic and has mastered 10 martial arts techniques. He wears an all-black suit with a sleek top hat. He is always carrying a suppressed pistol and escrima sticks that can combine into a long bar (Idea taken from Nightwing). In addition to this, in his mansion, he has a weapon armory with more advanced weapons. He should pick up his scanner tool (that he built) from his inventory at the beginning of the game. He will use this to examine each body to help him find clues

Limitations:

* Weight limit: 150 pounds, however, he will die in battle if he is carrying more than 15. Falcone can’t carry too much, otherwise, he won’t be too useful in battle. The game will give the player a warning if they’re carrying more than 15 but won’t disallow them from doing so. This only happens at 150.
* Falcone has 100 HP. If it reaches 0 he dies.
* He doesn’t have any powers. He is just very good at fighting and is athletic enough to do so acrobatically.

Scoring

When a body is found, there will be an option to hit “ready”. When the user enters “ready”, they will be given 3-6 options for places to go. Once they make their choice, the user will be given directions to go to that part of the city. Falcone must examine the body to find clues or riddles in order to make the choice that leads to the next body. If the correct choice is made, the user gets 100 points and be guided to the next body. If they make the wrong choice, they will be guided to a room that has no dead body and they will lose 10 points. If the player makes all wrong guesses before getting the correct answer, they will die because they’re ruining the credibility of Ryder Falcone. At the end of the game, it will show the player their score and give them an accuracy percentage. It will also show if they were able to find any of the easter eggs.

The World

The world for this game is set within an entire city, therefore, the rooms aren’t directly connected next to each other. There will be directional instruction instructions like: “Go north to enter the car that goes to the crime scene”, “Go south to enter the helicopter to go to the police station”.

* Room 1: Ryder Falcone’s Mansion’s - Living Room & Kitchen

Story:

Falcone is making a protein shake in his kitchen and he notices the news on the TV. He walks to the living room and sees that the news is reporting a weirdly shape body tied to the city’s large clock tower. He immediately gets a call from the chief of police to come to the police station as they have more info.

What’s next:

* Go to basement to get weapons and items

Possible Descriptions to make it more “graphic”:

* Fireplace
* All black leather couches
* Living room is huge
* Describing the weirdly shaped body
* Room 2: Ryder Falcone’s Mansion’s – Weapon Armory in Basement

Story:

We must prepare for what is about to come

What’s next:

* Go to basement to get weapons and items

Possible Descriptions to make it more “graphic”:

* Fireplace
* All black leather couches
* Living room is huge
* Describing the weirdly shaped body
* Room 3: Police Station Helipad

Talk to chief of police to

**List of all NPC’s**

* Villain

**Additional stuff and easter eggs**