
Dinner Party

— A Meal To Die For! —

Roles

Assassin
poisons a meal
for the Rich
Couple!

**Insurance
Salesman**
helps the
Assassin
kill!

**Rich
Couple** knows
each other and
must stay
alive!

Food Critic
can tell what
ability a special
meal holds!

Chemist can
tell if a slice has
been poisoned!

Dinner Party

Someone has
hired an assassin to kill
the rich party organizers!
Utilize your role's ability and
move the meals around to
keep them alive and
find the killer!



Actions



- Players each perform an action
- Everyone eats the meal in front of them
- People can vote to arrest a suspect
- Play until the 3 courses end

Concept 1

The art would be very monochrome as if it was emulating a crime noir movie or comic. The color scheme ties into the theme of the game (murder) and sharp contrast between light and dark would make it easy for players to tell what's happening on the screen. This concept would have a darker, more serious mood.



Concept 2

The theme of this concept would be a stereotypical college party. It would feature foods that are associated with parties, like pizza and alcohol. The color scheme would be bright and loud, and the graphics would be simpler, with more of an emphasis on forms rather than realism. This art style will appeal to the casual market.



Concept 3

The art would be much more realistic, with no outlines and a bright color scheme. The setting for this version would be a little more ambiguous, with the focus on the art itself rather than the world the game takes place in. With this concept, we could use a variety of different foods since we are not constrained by the theme of a single type of party.



Concept 4

The theme for this style is Geometric-chromatic. This style is made up of brightly colored shapes and designs that make up the objects displayed. This style would focus on a cohesive color scheme, and filling even the tiniest details with life and color.



Concept 5

This theme is made up of flat colored, lineless shapes, and a complimentary color scheme. The style would make our game stand out against other similar titles visually, while still being an engaging and bright experience. The simplicity would help us push clarity, and provide a visually engaging experience to the player.



Concept 6

Our final theme comes from modern art. This theme will use color and shape language in a non traditional way to convey visual information. With this style we would focus carefully on visual balance, with areas of high detail and color, and vice-versa. We would use a tertiary color scheme, making strong use of objects' silhouettes to sell our imagery.

