Title Screen

- The title screen will be a black and white interrogation room.
- Within the room there will be a table with two chairs, one being slightly ajar.
- On the table will be a few different file folders as well as a lit cigarette, sitting in an ashtray.
- Positioned directly above the table will be a hanging lamp.
- On this screen the player will be given two options.
- They can start the game
- They can select the "options" button, where they can adjust audio levels as well as text speed.

What's needed:
- Moveable light beam, highlights whichever choice the player is choosing
- The two options

Options Screen

- This screen will allow the players to adjust the volume as well as the text speed.
- The player will also have the option of adjusting these throughout the gameplay as well.

What's needed:
- We will need a counter or slider to allow players to change volume and speed of text.

Opening Screen

- Screen will transition into a text box showing disclaimer text.
- After exiting the disclaimer, another text box will appear with clue1 text.
- After exiting the clue, players will be in an office, at a desk.
- Small text box giving instructions.

What's needed:
- Three separate text boxes.
- A next arrow/button
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Police Station

- Players will be navigating the police station searching for clues and talking with suspects.

What's needed:
- Moveable character
- Player interaction with specific objects
- Text boxes
- Ability to pull up a side panel + write notes
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