

## Murder Mystery Game Design Document (Version 2)

### Title Page

1. Game Name: Zook's Murder Mystery
2. Tag Line: Examine clues to uncover who's behind the murder of Seymour Butts.
3. Team:
  - adfad
  - Adfd
  - adfdf
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4. Date of Last Update: 6/30/23
5. Expected Completion Date: 10/23

### Game Overview

1. Game Concept: A murder has taken place outside of a popular college dormitory. The player will need to find and examine a series of clues to uncover who killed Seymour Butts.
2. Target Audience: Anyone
3. Genre: Mystery/Dark humor
4. Purpose of Game: For players to use deductive reasoning to decipher clues and evidence to help solve the murder.
5. Look and Feel: 3D low-polygon type of style. Semi cartoonish/realistic

## Gameplay

1. Objectives: Explore the police station to find the evidence as well as speak to the six suspects.
2. Game Progression and Play Flow: Players will ultimately determine gameflow. They will move about the Police station looking for clues, reading the clues, and then putting them all together. (There's no time limit)
3. Mission/Challenge Structure: Players will navigate the different rooms, examining the clues. There isn't a specific numbering system, all clues can be found at any time and in any order, minus the first clue which is given at the beginning of the game.

# Mechanics

1. Rules:
  - Players will have a side panel in which they can keep notes in as they encounter different clues and suspects.
2. Physics (How does the Universe work?):
  - Players will walk around the rooms, stopping in front of a clue/suspect. If an option is available, it will illuminate or text will appear
3. Objects:
4. Screen Flow:
  - Title Screen
  - Disclaimer
  - Clue #1
  - Police Station
  - End Credits
5. Game Options:
  - Ability to change volume
  - Ability to change text speed

# Story and Narrative

1. Backstory: Seymour Butts is the average rough and rowdy college goer. He enjoys the party scene and causing trouble. A good combination to make an enemy or two.

His body is found by Alice, outside of the dormitory. Police arrive and begin an investigation.

# Game Story Progression

1. Clue 1: Police Report
2. Clue 2: Autopsy Report
3. Clue 3: Brick
4. Clue 4: Footprints
5. Clue 5: Murder Weapon
6. Clue 6: Security Tape
7. Clue 7: Bottle
8. Clue 8: Suspect Interviews

# Interface

1. Menu:
2. Camera Model: Isometric
3. Control System:
  - Arrow keys move character
  - Space bar allows character to interact with objects
  - Mouse can be used for navigating text + menu screens
4. Audio/Music/Sound effects:
5. Game Art: