Title Screen

The title screen will be the first thing the player will see. They will be given two options. They can either start the game or they can select the options button, where they can adjust audio levels as well as the text speed.

Image wise, the title screen will be a black and white interrogation room. Within the room there will be a table with two chairs. On the table will be a file folder as well as a lit cigarette with an ashtray. Positioned directly above the table will be a lamp.

The lamp will have a moveable beam, which the player will use to choose either “start game” or “options”.

What’s needed:

* The game name/logo
* The overhead light, with moveable beam
* 2 chairs
* Table → On the table we’ll need a lit cigarette with smoke spiraling upwards, an ashtray, and a file folder
* The crime scene board

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’ll need a simple screen, a black background with the option text and slider/counter in white.

Opening Screen

This screen will start with a disclaimer and once acknowledged the player will be taken to the introductory text screen.

What’s needed:

* Both the disclaimer + introductory text can appear on the black background in white lettering.

Tutorial Pop-Up

This screen will follow the introductory text, providing the player with a simple explanation of how to play. Once the introductory text fades, the screen will shift from the black background to the crime scene overview image. All of the clues will be visible but before the player can navigate the board the tutorial box will pop up.

Simple instructions will appear via a text box, telling the player to click on the first clue the police report.

After the player finishes reading the clue, a brief explanation will pop up via another text box.

After this, the screen will shift back to the main overview screen.

What’s needed:

The Crime Scene Board:

For all clues minus the file folders, reports, and the text messages, we can have them as super simple photographs. These don’t have to be super specific since the player will click on the clue and the image will enhance, so these just need to be specific enough the player can gather what they’re clicking on.

* 6 file folders. (Each of these files will have images of the suspects)
* Police report
* Autopsy report
* Shoe tread
* Lanyard
* Text messages + call logs
* DNA (Just an image of a double helix, can be super generic)
* Brick

The Tutorial Pop-up:

This will be a close up image of the first clue so we’ll need a bit more detail here. We won’t need an in -depth explanation as the narrative text will cover all the basics. So maybe just the words Police report and some squiggles or only certain words that stick out.

* Police report

Crime Scene Board Overview → Clues

Now that the tutorial is completed, the player will have free reign to choose which clue they’d like to view. They can navigate with the mouse or with the arrow keys, highlighting the item that they wish to select.

What’s needed:

Clue #2 Autopsy Report

* This will be very similar to the police report, nothing too extreme, just a clear enough image that the player will know what the text is describing.

Clue #3 File Folders

* These will need a bit more detail as there’s a lot of text and information in these.
* We’ll need six separate folders with individual images of the six suspects.
* When clicked on the folder will open showing mug shots of the six suspects

Clue #4 Shoe Tread

* These can be images of a trail of footprints or something similar.

Clue #5 Lanyard

* A photograph of a lanyard.
* The lanyard is noted to have video game characters on it, they don’t have to be anything specific.

Clue #6 Brick

* This just needs to show a damaged looking brick with blood splatter on the edge.

Clue #7 Text Messages + Call Log

* This can just appear as a screenshot of texts.
* Again no full length text needs to appear, just maybe highlight some key words or names.

Clue #8 DNA

* I was thinking you could just put a simple image of a double helix or if you want to try and make some fingerprint images, that would be cool too.

Clue #9 Video Footage

* This can be an image of a security camera or something similar.