**Game Design Document**

1. **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:**
   4. **Date of last update:** Currently in progress
2. **Game Overview**
   1. **Game Concept:** A murder has taken place outside of a popular college dormitory. The player will need to examine a series of clues to decide which of the six suspects is guilty.
   2. **Target Audience:** Anyone
   3. **Genre(s):** Mystery/dark comedy
   4. **Purpose of the Game :** For players to use deductive reasoning to decipher the evidence to help solve the murder.
   5. **Look and Feel:** 3D low-polygon type of style. A cartoonish but slightly realistic appearance. Color wise on the darker side to create that mystery/noire effect.
3. **Gameplay**
   1. **Objectives :** Examine clues and evidence to decide which of the 6 suspects is the culprit.
   2. **Game Progression and Play Flow:** Players will ultimately determine gameflow. They will have the ability to move from clue to clue at their own pace. They’ll also be able to return to previously viewed clues.
   3. **Mission/Challenge Structure:** Players will navigate the crime scene board, moving from clue to clue to try and figure out which of the six suspects is guilty.
4. **Mechanics (Key Section)**
   1. **Rules –**

* The player will navigate through the crime scene board using the mouse and/or the arrow keys.
* When clicking on an image, the player will be moved to a separate screen. They’ll see the image as well as the associated text.
* Players will have the option of using a built in notepad to take notes.
* The clues will need to unlock in a certain pattern, but once viewed the player can revisit any of the previously viewed clues.
  1. **Model of the game universe. Think of it as a simulation of a world, how do all the pieces interact?**
* The title screen shows an interrogation room. Once the game is started the player moves to the crime scene board.
  1. **Physics – How does the physical universe work?**
* Physics wise, the world works exactly like ours.
  1. **Character movement in the game:** N/A
  2. **Objects:**
* Players can select which clue they’d like to view by clicking on the image that’s posted on the board.
  1. **Combat –N/A**
  2. **Screen Flow --**
* Title screen welcomes the player. It shows an interrogation room, a table with two chairs and a lamp with a moveable light beam. The beam will be used to select play or options.
* After starting the game, the player will be moved to the crime scene board’s first clue.
* For each clue, the player will move screens to show the image and coinciding text. After reading through the text, they then will return to the crime board screen.
  1. **Game Options - What are the options and how do they affect game play?**
* Ability to change the volume
* Ability to manage the delivery of text speed.
  1. **Cheats and Easter Egg:** N/A

1. **Story and Narrative**
   1. **Back story:**

Seymour Butts is a rough and rowdy freshman in college. He enjoys the party going scene more than the average person. In fact, it’s his involvement with underage drinking that costs him his life.

Residential assistant Alice stumbles upon his body while conducting her nightly security rounds. Once the cops are called in, 6 suspects are brought into question as they all seemingly had some interaction with the victim prior to his untimely death.

**Game story progression:**

* Clue #1: Police Report
* Clue #2: Autopsy Report
* Clue #3: File Folders/interviews
* Clue #4: Brick located
* Clue #5: DNA reveal
* Clue #6: Footprints
* Clue #7: Murder Weapon located
* Clue #8: Security Footage
* Clue #9: Text messages/call log

1. **Interface**
   1. **Visual System**
      1. **Menus:**
      2. **Camera model:**
   2. **Control System – How does the game player control the game? What are the specific commands?**
   3. **Audio, music, sound effects:**
   4. **Game Art – intended style:**
   5. 3D low-poly design with a real/cartoonish vibe.
   6. Examples:
   7. <https://www.pinterest.com/pin/60517188734777350/>
   8. <https://www.pinterest.com/pin/364299057372701351/>
   9. **Help System:**