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:

* We will need a light beam that the players can move up and down to choose either “start game” or “options”.
* We’ll also need to implement the sound of the light beam as well as the intro music.

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 transition from the title screen to the options menu screen
* We’ll need some sort of slider or counter that the player can use to adjust the volume and text speed
* Text implementation
* Music implementation

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:

* Another transfer from the title screen into the disclaimer text and then into the introductory text.
* Creating the ability for players to move to the next screen. (a next button)

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:

* Another transfer from the introductory text to the crime scene board overview to tutorial instructions
* Highlighting the police report clue so players know to click on it
* Clicking on the clue will trigger the tutorial pop up box
* We’ll need text boxes for the instructions as well as the actual narrative text
* After the final box is closed, the player will return to the full crime scene board overview

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:

* For all of the clues, we’ll need transitions from the overview board to a zoomed image of the selected clue
* Implementing the text boxes
* Highlighting the clue the player is about to select