# 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

# 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