

Game description

Overall, the project will be detective story driven game. The Detective is currently on a relentless pursuit of a mysterious serial killer known as Stardust. By investigating each and every murder, the player will have to catch the killer. If they catch the right person, maybe no more innocent people can die. The whole game is set in space. There are a few small planets, some bigger than others, and the player can travel between planets by spaceship owned by our protagonist. Each planet has its own environment and a few NPC's, with whom the player can communicate, or rather, interrogate. There will also be clues to each murder on each planet. Slowly, the player will explore all planets and by then, the player must make a hard decision: who amongst these characters is the elusive serial killer Stardust?

Core mechanics

Investigation and Exploration:

- The player, controlling the detective, will need to explore various planets to gather clues and information about each murder.

Interrogation:

- Interaction with NPCs on each planet involves interrogation to extract information. Players can choose dialogue options that may lead to gaining valuable clues or insights.

Spaceship Travel:

- The player can use spaceship to travel between planets.
- There might be limited resources like fuel, so players need to plan their travel routes wisely.

Decision-Making:

- As the player progresses, they will need to make tough decisions about who they believe is the serial killer, Stardust. These decisions may impact the storyline and determine the outcome of the game.

Clue Analysis:

- Players need to analyze the gathered clues to connect the dots and identify patterns that lead to the true identity of Stardust.
- Some clues may be misleading, requiring careful consideration and deduction.

Audio and Atmosphere:

- Use sound effects and music to enhance the atmosphere, creating a sense of tension, suspense, or mystery.

Visuals:

- Low poly
- Don't know if 2d or 3d yet