

Murder at Redwood Manor

Game Design Document

By Thomas Ellis

Contents Page

Contents

Contents Page	2
1. Introduction	3
1.1 Game Features.....	3
2. System and Development	3
2.1 Windows 7/8.....	3
2.2 Tools	3
3. Specification.....	3
3.1 Concept.....	4
3.2 Narrative Introduction	4
3.3 Target Audience	4
3.4 Play	4
3.5 Graphics.....	4
4. Gameplay	5
4.1 Controls.....	5
4.2 Movement speed	6
4.3 Level Design.....	6
4.4 Assets	9
4.4.1 Audio Asset list	9
4.4.2 General Objects	10
4.4.3 Objects related to rooms	12
4.5 Music.....	18
4.6 Puzzles.....	18
4.6.1 Homicides	18
4.6.2 Area Puzzles.....	20
4.7 Time and Day feature	21
4.8 Inventory.....	22
5. User Interface	23
6. Addition Information	26
6.1 Detective	26
Biography	26
6.2 Suspects.....	26
6.3 Dialogue	27
6.4 Health and Safety	29

1. Introduction

This game document is for a game that I have designed, which incorporates the wheelchair as a form of controller using the Kinect system that Microsoft has produced. I have also planned to use the Oculus Rift system to enable a more experienced feel of immersion and gameplay.

1.1 Game Features

- Uses the Oculus Rift system enabling an in depth sense of immersion for the player.
- Interact with items and clues around the estate to unravel the mystery, solve the case and bring the Murder to justice.
- Crime-scenes play out after you've solve them.
- Total of 3 days to solve the crime before the case goes cold and the Murder has escape.

2. System and Development

2.1 Windows 7/8

The game should be compatible and produced for Windows 7/8 users, making them the target operating system for the project.

2.2 Tools

The game engine that will be used for developing the game is Unity, thus the programming language that will be used is C# (preferably) or Java.

Other tools required for the project are the following:

- Adobe Audition for music and sound effects and voice recording
- Blender, 3ds Max or equivalent 3d modelling software for models and object assets
- GitHub or Google drive for file saving/transfer

3. Specification

3.1 Concept

First person, murder mystery styled game based in Redwood Manor where the player takes on the role of the detective. Navigate through the house, trying to piece together all the clues that have been scattered around the area with the intent of bringing the Murderer to justice.

3.2 Narrative Introduction

After the new game option has been selected, the next screen shown will be a blank screen with the time and day (page 21). The game will then fade into a cut scene (with a holographic, blue tinge to show it's in the past) will all the guests within the manor sitting at the table. After a few seconds, Mr Whales and Mr and Mrs Crocket leave the table, while the two people who stay behind (Francis and Jessica) are shown yawning. A few moments after that both pass out/fall asleep at the table (Francis cracking one of the plates) due to a sleeping drug. Shortly after, Mr Whales contacts the Police and a scream is heard in the background. The scene then changes to colour, showing the player (first person view) entering the house welcomed by the first murder scene.

3.3 Target Audience

The main target audience for this game are wheelchair users over 15 who, still have their motor skills, are not mute and a visual prowess that does not need glasses; due to the Oculus Rift integration. Also, because of the theme and genre the game is suited to players who enjoy exploration and like a good murder mystery. However, this doesn't segregate non wheelchair users as they can still play the game by moving as described in the controls section of the document.

3.4 Play

The game will only have a single player mode at this time.

3.5 Graphics


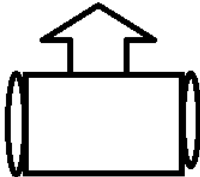
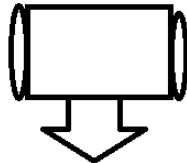
All visual objects within the game, must have a resemblance or be styled in a manner that would suit the 1980s era or have a noire theming; think L.A noire like colour pallet, just with a bit more grain added on. Odd pieces of Victorian furniture will be detailed when looking at the asset list. There are multiple decorative items like paintings, statues and general artistic objects that are scattered around Redwood Manor. The game will be implemented and then rendered in the third dimension and as such, should reflect this with in-game models and objects. Lastly try to fit the rooms with the objects, for example colour coordination and style.

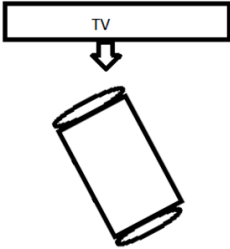
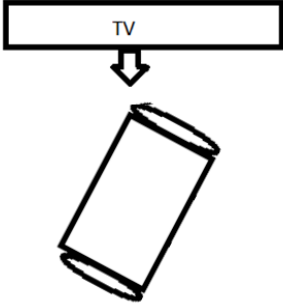
4. Gameplay

4.1 Controls

The controls for the game will work with the Kinect system to track the position of the wheelchair, and set up a centre spot that will act as start position. The movement of the in-game character will then revolve around this starting position, which will be set as the no movement default. If the wheelchair user moves forwards one rotation/closer to the screen, then the character will move forward continuously until returned to the neutral spot, and thus the character/camera will stop. Like with moving forward, if the wheelchair user moves back one rotation from the natural position then, the character will move/walk backwards continuously until again, the character is returned to the neutral spot. To rotate either right or left, the player returns to the centre spot and turns the wheelchair in the desired direction. In a sense it works like so, if at centre point (0) then stop turning, else if 1 (turn right continuously) or -1 (turn left continuously). The wheelchair user won't have to turn a full 90 degrees to do this, just enough so that the majority of the chair/body is not facing straight forward.

Objects and option selection will consist of the Oculus Rift and the Kinect. To select the menu and the reactions, hover over the desired option by looking at it via the Rift, which will have the section/word highlighted blue. Then move your hand to "touch" the option/word that you're looking at. The same goes when selecting objects, but there is a range limit that the player/character will have to be within so that the object will be highlighted and thus be able to interact with. For example, if there's a dagger on the floor then the player would have to walk close to it, to be able to then interact with the object.

To summarise the control system	Wheelchair
Set up the start point/centre position, which fits best for the user and the movement controls revolve around. This will also act as a non-movement in terms of character/camera moving in the game.	
Move wheelchair forward from the start point, (one turn) to have the in-game character moving at a constant speed forward.	
Move wheelchair backwards from the start point (one turn) to have the in-game character moving at a constant speed backwards.	
Return to the start point and turn left to have the in-game character spin/turn on the spot at constant speed to the left.	

	
Return to the start point and turn right to have the in-game character spin/turn on the spot at constant speed to the right.	
Use the Oculus Rift and Microsoft Kinect together to interact with the game world.	

4.2 Movement speed

The movement of the player will be represented in either walking or not walking. When standing still, the user will have the option to have the “character” turn right or left on the spot. A slow/casual walking pace (around 2mph) will represent the speed of which the player will be moving forward or backwards. The same speed will be used as a starting point for the turning left or right when not moving.

4.3 Level Design

Murder at Redwood Manor is set around 1980s, based within England but with a slightly gritty noire feeling. The two-story manor itself, is built/designed around the Victorian era with 1980s objects/refurbishments. The building will be freely open to the player (some areas hidden and need to be unlocked), giving the game a slightly open world feel, though still restricted to the inside and the limited “outside” balcony areas. Lastly the main lighting of the house has a slightly dim ambiance to it, with odd flickers due to wiring when renovating the house.

Throughout the game the player will always have the option of walking out of the main entrance, which has two police officers on standby. The Officers (one female one male) will then ask if the player has finished their investigation, which will lead to a yes/no state. These choices can be selected by looking at the desired answer then lifting their arm up to “touch” it. If “Yes” was chosen then another menu/selection will be given to the user, with all the suspects for the player to select as the Murder or a back option. A cut scene will then play out with the culprit being arrested. If the wrong suspect is chosen then, after that arrest sequence plays out a newspaper headline will pop up with “Murderer strikes again”. If “No” is

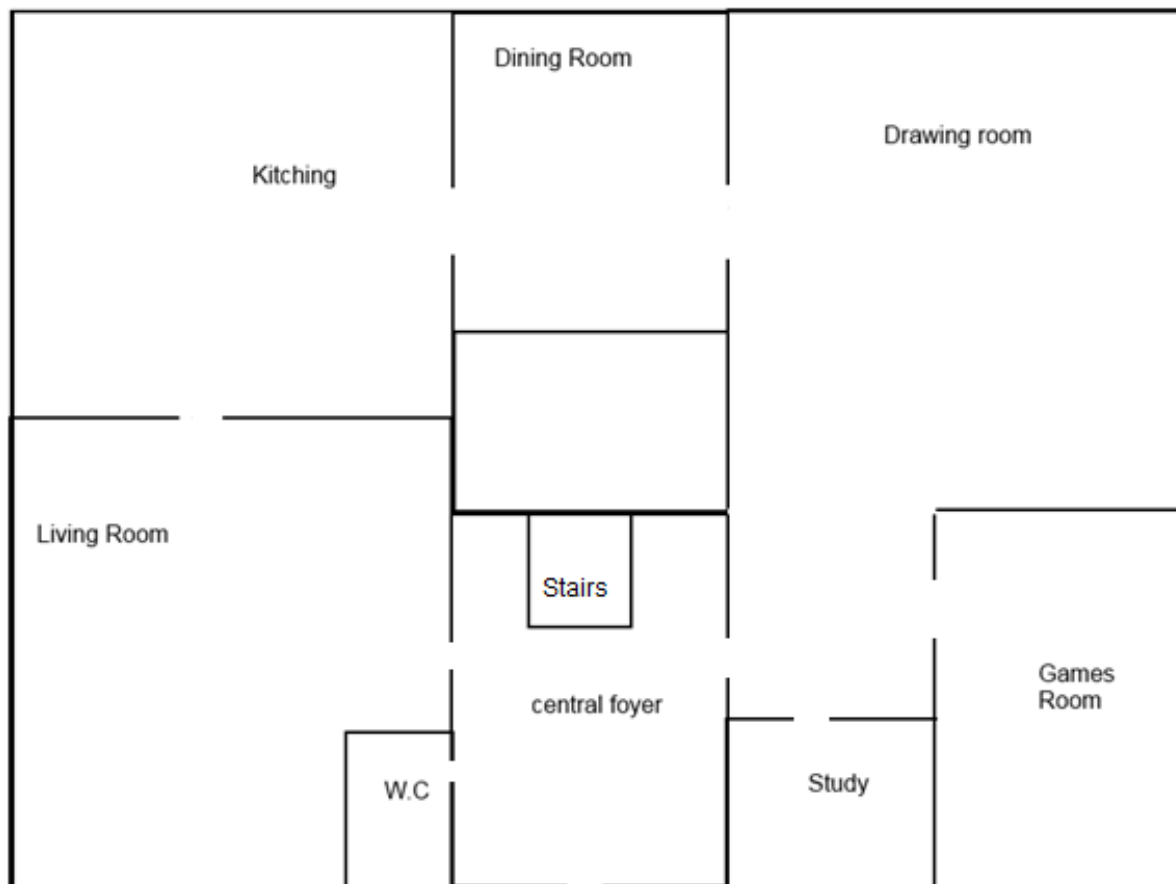
selected then the player will then continue the game with one of the officers saying, “Well, we’ll leave you to get back to the investigation.”

All drawings and pictures shown below are approximations that can be changed if needs be. This includes objects and items that have not been given a picture for an example. However, the changes made must abide by the information stated within the graphics section of this document.

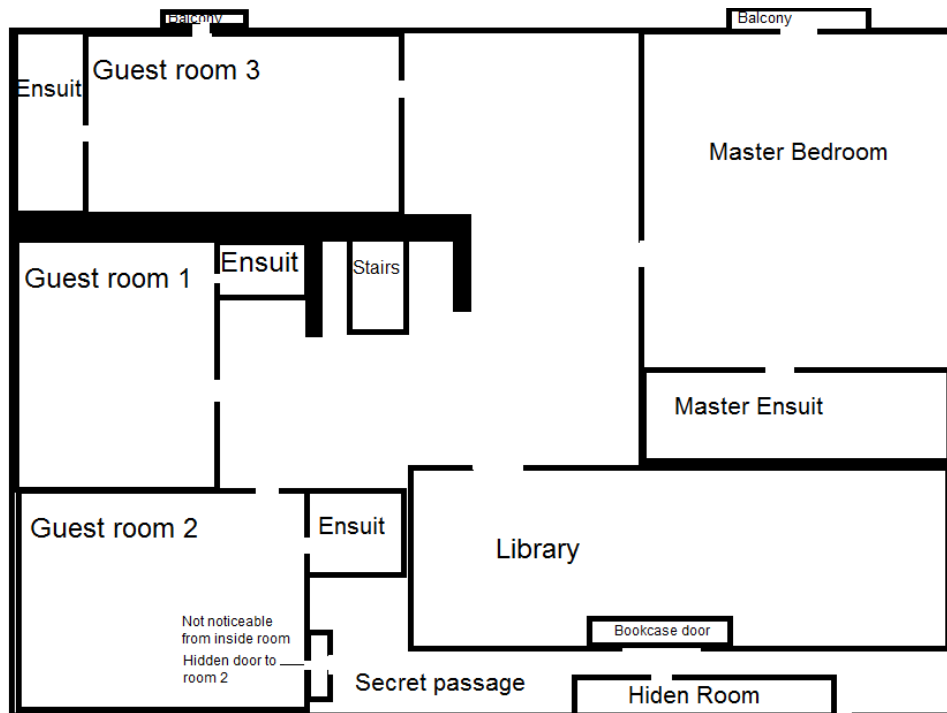
Rooms:

- 4 bedrooms
- 1 master bedroom (en suite)
- Dining room
- Kitchen
- Study
- Library
- Drawing room
- Living room
- 1 Water Closet (W.C)
- 4 ensuite
- Games room
- Central foyer with grand staircase leading up to second floor

Ground floor layout

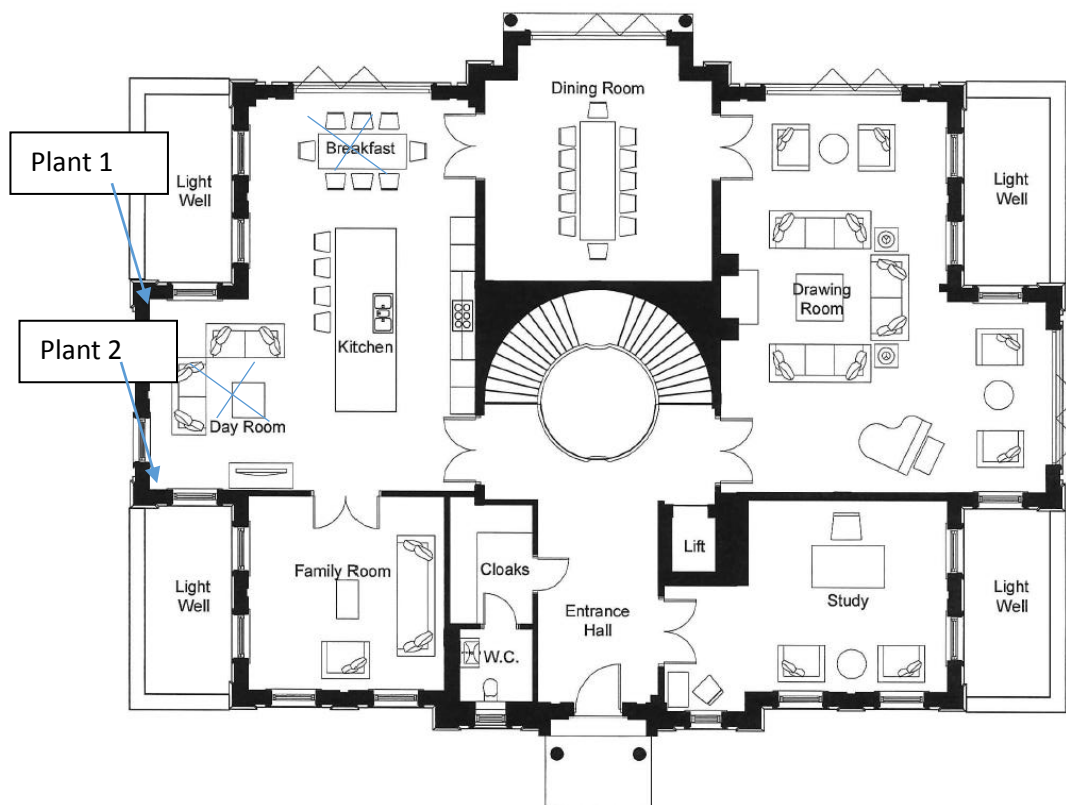


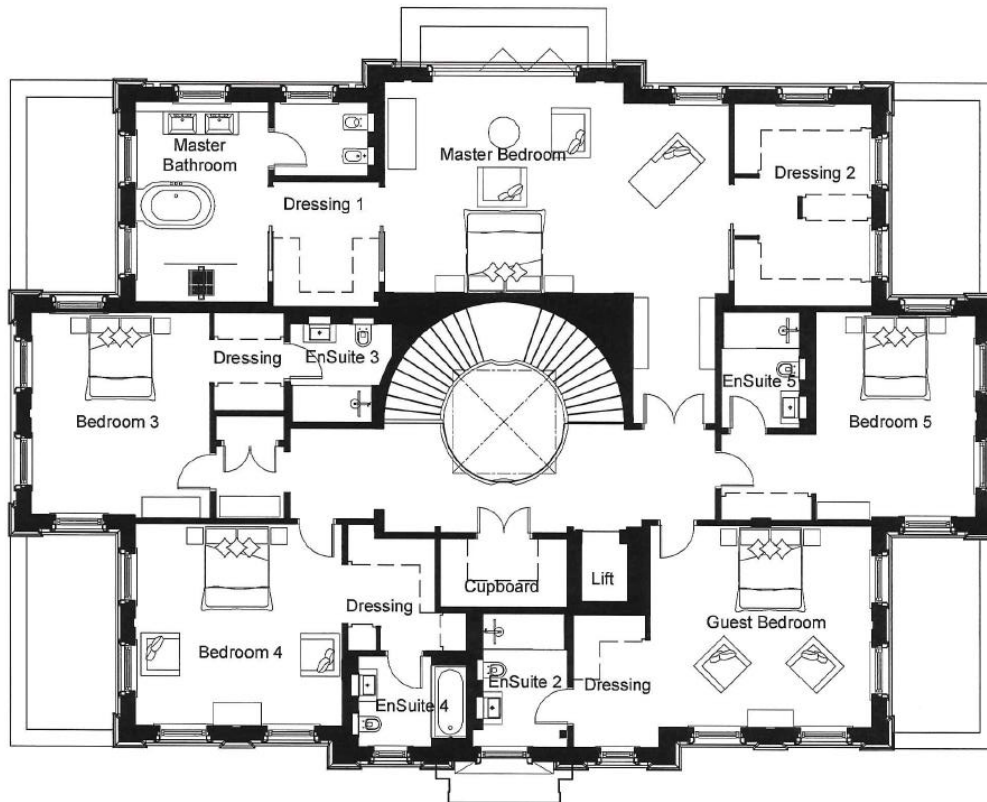
First floor layout



Note room sizes could alter depending on items, but the general floor plan should look like the above diagrams.

The basic Item/object layout should look similar to the diagrams shown below.





Note, Items/rooms within the above diagram's are not to be included

- Cupboard
- Dressing 2
- Lift
- Cloaks
- T.V
- Day room changes for a breakfast bar with chairs (see Assets). Also two indoor plants (see assets) with be placed in the left and right corners of where the day room would be.

Floor plans taken from <http://search.knightfrank.co.uk/office/property-for-sale/united-kingdom/country-houses-department>

4.4 Assets

4.4.1 Audio Asset list


Audio






- Woman voice (4, 1 for suspect, 2 for Victims, 1 for Female Officer)
- Screams, talking, shouting, laughing etc.
- Male voice (8, 3 suspect, 4 for Victims, 1 for Male Officer)
- Screams, talking, shouting, laughing etc.
- Gunshot (SMITH & WESSON .38 SPECIAL REVOLVER)
- Drinking gulps
- Footsteps on wood surface
- Footsteps on tiled surface




- Footsteps on carpet surface
- Doors opening and closing
- Tumbler (glass) been dropped on a soft surface
- Pages turning sound
- Phone ringing sound (1980's)
- Picking up sounds (Tumbler, Revolver, books, knife, bottles)
- Sliding secret door within bookcase sound
- Background music
- Blunt hitting sound
- Light switch
- Classic Vinyl jazz tune
- Plate smashing sound
- Background noise of people talking while walking
- Painting been propped onto wall
- Safe code dial sound
- Safe open sound
- Locked sound when trying to open safe door when locked
- Knife Stabbing sound
- Dripping sound (for blood)

4.4.2 General Objects

All Objects/items shown by pictures are samples of what they need to look similar to.

Item/Object Name	Intractable?	
Entrance hall rug	No	
Grand staircase (like titanic but without railings in the middle)	No	
SMITH & WESSON .38 SPECIAL REVOLVER	Yes	

.38 bullet casings	No	
.38 bullets	No	See above
Mugs	no	
Tumblers	no	
Crime scene documents	No	
Magnifying glass	No	
New paper	No	
Paintings	No	
Chinese vases	No	
Victorian vases	No	
Busts on top of pedestal (style of support columns)	No	
Styled/posh panned doors (dark wood)	No	
Chandelier	No	
Windows	No	

Light switches	Yes (turn lights on/off)	
Wooden floor (unless specified in room)	No	
Wallpaper	No	Plain
Vial of poison (empty)	Yes	
Décor style Curtains	No	
Indoor plant	No	

4.4.3 Objects related to rooms

General Guest Bedrooms (3)

Item/Object Name	Intractable?	
King size/Double Bed (cream striped duvet Black Frame White Pillows)	No	
Bedside units either side of the bed (Drawer and cupboard that opens outwards) Colour dark wood brown	Yes	
Lamps	Yes (Turn Lamp on)	
Telephone white in colour	No	
Dark wood double wardrobe	Yes Open doors	
Ensuite Bathroom Door	Yes	
Coat pegs behind bedroom door, gold-ish colour (2)	No	

Above room looks like


Games Room

Item/Object Name	Intractable?	
Snooker table	No	

Home bar	No	
table	No	
sofa	No	
few chairs	no	
Snooker cues	No	
Darts and dartboard	No	
Ashtray with a cigar dotted out	No	
Tumblers	No	
Mix of Alcohol bottles within bar (Wines (red and white), Whisky, Scotch, Chery, Rum)	No	
Rug on top of wooden floor	No	

Above room Looks like

Study






Item/Object Name	Intractable?	
Study desk (Mahogany)	No	
Dark wood bookcase	No	
Study chair	No	
Papers	No	
Books	No	
Victorian like Study chairs	No	
Telephone	No	
Ink pot with pend inside	No	
Rug on top of wooden floor	No	
Parchment on desk	Yes	
Walls	No	

Drawing room

Item/Object Name	Intractable?	
Grand Piano with seat	Yes Plays note of keys from	
2 sofa's able to seat 2 people each	No	
Coffee table	No	
1 Victorian long lounge chair	No	
2 Victorian lounge chair	No	
Open wood burning Fireplace	No	
Wooden logs cut and	No	




stacked near fireplace		
Dark Red Carpet	no	

Kitchen

Item/Object Name	Intractable?	
Cooker Black	No	
Double fridge	No	
Counters with marble surfaces (White) and dark wood cabinets	Yes just the drawers/doors	
Dishwasher Black	No	
Sink Black	No	
White Tea towels and Black holders (2 max)	No	
Dish cupboard with posh dishes (Draws contain posh dinning wear)	Yes just the doors	
Knife set (With one missing)	No	
Breakfast bar	No	 No Doors, flowers or drawers
Breakfast bar chairs (2)	No	
Black Tiled Flooring with brown oak leaf parent in middle of each tile	no	



Dining Room

Item/Object Name	Intractable?	
------------------	--------------	--

Victorian grand Dining Table	No	
Dark wood dining chairs	No	
Dining plates placed on table with cutlery, one plate cracked in half (x7)	No	
Wooden floor with dark red rug that covers underneath the dining table	No	
Serviettes (x7)	No	
Wine glasses placed on slate drink coasters (x7)	No	

Living room

Item/Object Name	Intractable?	
Ashtray	No	
2 sofa's able to seat 2 people each	No	
2 Victorian lounge chair	No	
Maplewood Coffee table	No	

Record Player on unit with a vinyl	Yes Turns on and plays vinyl music that fades the further away you get from it. Track last for 5 minutes plays this https://www.youtube.com/watch?v=BVffVEq4a_Y "Jazz music: uptown noir" By Landreth	 Unit 
Dark Red Carpet		
Open wood burning fireplace		
Wooden logs cut and stacked near fireplace		

Library

Item/Object Name	Intractable?	
Multiple bookcases filled with books	No	
Secrete door bookcase (Puzzle)	Yes see Puzzles	
Desk	No	
Desk chair	No	
Dark wood palling (Brown)	No	

Ensuites

Item/Object Name	Intractable?	
Toilet	Yes toilet Flush sound	
Shower and Bathtub	No	
Toilet paper hanging on toilet holder	No	
Towels hanging on rails	No	
Bathroom tiled Walls and floor	No	

Water closet

Item/Object Name	Intractable?	
Toilet	Yes toilet Flush sound	
Toilet paper hanging on toilet holder	No	
Towels hanging on rails	No	
Bathroom tiled Walls and floor	No	

Master Bedroom

Item/Object Name	Intractable?	
King size/Double Bed (cream striped duvet Black Frame White Pillows)	No	
Bedside units either side of the bed Colour dark wood brown	Yes (Draw and cupboard that opens outwards)	
Lamps	Yes (Turn Lamp on)	
Telephone white in colour	No	
Dark wood double wardrobe	No	
Chandelier	No	
Coat pegs behind bedroom door, gold-ish colour (2)	No	
Long Lounge chair	No	
Bookcase	No	
Tobacco	No	
Tobacco Pipe	No	
Door to master Ensuite	Yes	



The master bedroom should look similar to the picture shown above walls and floor wise

Master ensuite

Item/Object Name	Intractable?	
Toilet	Yes toilet Flush sound	
Walking Shower	No	
Bathtub	No	
Toilet paper hanging on toilet holder	No	
Towels hanging on rails	No	

Bathroom tiled Walls and floor	no	
--------------------------------	----	--

Hidden room

Item/Object Name	Intractable?	
Desk (No drawers)	no	
Desk chair	No	
Journal	Yes	
Stone flooring	No	
No window	No	
Ink and pen	No	
Lamp	Yes (light)	
Knife	Yes	

4.5 Music

The main background music throughout the game as player walks throughout the house trying to solve the mystery will be based on the jazz/detective theme. Something similar to "<https://www.youtube.com/watch?v=EuoJ1SAgOnA>".

Main menu music

Will be represented by jazz music similar to this,

["https://www.youtube.com/watch?v=7bW75OwVXZI&list=RD7bW75OwVXZI#t=48"](https://www.youtube.com/watch?v=7bW75OwVXZI&list=RD7bW75OwVXZI#t=48).

4.6 Puzzles

The majority of the puzzles will be joint to finding out how the murders happened. This is done by searching for clues around the murder scene and or, finding evidence that's hidden in one place/room which will have some direct relation to the murder. Each of the murder scenes will have a playback section called the detective mode which will activate once the player has returned to the scene after collected all related evidence. This will be in the form of holographic like simulation to represent the past and after the scene has played out the game will return to the original game mode/theme. The player will then gain a sense of who the murder is after investigating the house and finding all the clues. The clues are then picked up and put into the inventory, in situations where they can't be picked up i.e. footprints and then, a photo of the said clue will be automatically placed into the inventory when found.

Other than the homicides, there will be a few separate puzzles that will unlock hidden areas within the Manor, of which will hold the more important evidences as to who the real murderer is.

4.6.1 Homicides

Central foyer case

The first homicide is introduced as the character walks through the door into the foyer where, there's a dead body of a lady (a maid) at the bottom of the staircase with a pool of blood under her head.

Clues are as follows:

- Two pairs of footprints on the top step, the pair at the front belongs to the Maid. The ones behind, which have been faded in an attempt at hiding them, are quite big (size 10).
- The way the body has landed suggest the victim was unaware and got hit from behind
- The murder weapon is a blunt object (butt of a pistol)
- The angle of the hit hints that suspect is taller than the maid
- Blood splat on wall

The bedroom case (Guestroom 2)

Within one of the guest bedrooms a man in a black business suit lays face up on the bed with his hands wrapped around his neck (ruffled cover underneath). His eyes are still open and bulging out of their sockets, while his face has a strange purple tinge to it. The lamp on the unit next to him is knocked over and there's a glass tumbler still with a few drops of whisky. The character could either stumble onto this body from just looking around the house, or by finding a badly burnt diary within the wood burning fireplace from the lounge that still contained a page that was legible. On that page is written the following text as well as a voiceover that reads the text as a monologue.

“
Sigh, all I seem to be in this so called husband's eyes is a doll to be dressed up nice and pretty, then taken to these social events and paraded in front of everyone who attends... Don't get me wrong, sometimes I like getting all the attention, watching all those young bachelors ogle and drool over me.... It's just, once I'd like some respect instead of being made out to be some sort of glorified trophy piece. He makes me so mad, that I think all it takes is for me to slip some poison into his whisky, mix it together and then deliver it to him with the all so lovely smile, that he likes me to put on for him when handing the glass over. I mean, here he goes again shouting honey in that all so demeaning manner. It's like I'm some sort of maid!*
“

*when voicing this part make the sound rather than saying sigh. If female voice is unavailable show written text on paper.

Lastly, if the player looked closely enough they would see a slightly opened drawer to the unit, with a Life Insurance form that has been filled out and placed inside, which the player will see when fully opened.

Clues are as follows:

- I'd from the victim when body have been searched, named him.
- Life insurance form filled out for Mr A.J Crocket (Anthony James Crocket) within the drawer of the side unit.
- His face and the fact that his hands are around his neck show that he has been poisoned. The unfinished glass also suggests this.
- Fingerprints of both Mr and Mrs Crocket on tumbler glass.
- Hair underneath the finger nails and knocked over lamp shows signs of struggle against Mr Crocket and another person. However, hair does match Mrs Crocket.
- Empty vial slightly protruding out of a coat left by Mrs Crocket in the wardrobe. Note, no fingerprints when examined.
- From the biography of both Mr and Mrs Crocket, the player would know that Mrs Crocket would not be able to overpower her husband, forcing him to drink the poisoned whisky.
- Mrs Crocket's badly burnt diary

End result, if player matches everything together, it's clear someone is trying to frame Mrs Crocket.

When the playback occurs towards the end you see the Maid who ended up dead in the central foyer. As such the homicide playback will continue from this event having, the Maid reaching the stairs and the Murderer catch up to her with the events that followed, linking both murders together.

The dining room case

The last case resides within the dining room. Two people are sitting at the table, a young white American woman at the head named Jessica Whitehall (Red mini dress, earrings, white heels), and a young black French man at the bottom named Francis Dumont (Blue Italian formal shirt, black trousers and shoes). Francis has a bullet wound to the heart and Jessica a deep stab wound in the back around where one of the kidneys would be; both are slumped in their chairs. The Exception is that if the player looks closely Jessica's face they would see some strands from a white shirt in and covering her mouth. This suggests that the Murderer was smothering Jessica with the sleeve of his shirt to muffle her screams.

Clues are as follows:

- Bullet still within Francis to show he was killed by the gun
- Stab wound to the back
- Strands from a white shirt that in and covering Jessica's mouth
- I'd from both the victims when bodies have been searched, named them.
- Bottle of sleeping sedatives that has been placed under one of the counters within the kitchen. Note, the only door handle to have food smeared over it.
- Blood trickling down the leg of Jessica's chair and forming a pool on the floor be neither her
- Kitchen Knife no finger prints found within Hidden room
- SMITH & WESSON .38 SPECIAL REVOLVER Uncovered from a safe behind a painting of a safe in the master bedroom, with finger prints that belong to both Jessica and Mr Whales (owner and 3rd suspect).

Note, SMITH & WESSON .38 SPECIAL REVOLVERS are mainly supplied to officers of the law/detectives even though Mr Whales has a gun licence.

End result, after all clues have been found and the player goes back to the scene. Jessica has a gun pointed at Francis while someone behind her is forcing her to shoot or he'll kill her. Jessica begged the person to have mercy which ends up with the Murderer getting mad and shouting "If you don't kill him then I'll just have to shoot you both." Francis then replies saying "it's alright as long as you are safe then that's all that matters." Jessica raises the gun they both say that they love each other and then she shoots, killing Francis. The Murderer mocks the couples "love" and the stabs Jessica through one of her kidneys, smothering Jessica with his sleeve of his shirt to muffle her screams as her life slowly fades away.

4.6.2 Area Puzzles

The bookcase puzzle

Within the library on the back wall, will be a bookcase which the player can interact with. The bookcase itself is a hidden door that will open when the correct book is place within the slot/keyhole. When the player interacts with the bookcase, a small message of "30 silver pieces" will pop up and a selection of books (one already in the slot) will be available for the

player to interact with. One of the books will be named “The Betrayer” with a green cover (a reference to Judas who betrayed Jesus) which will be the correct book that will active the bookcase door. Once completed, the bookcase will slide away to reveal a hidden passage to a corridor that has two paths. The path leading straight up will lead to a door and through that door a secret room. The passage to the right will lead to the guestroom 2 next to the study.

The three other books to choose from are:

Today’s Judas (Black cover)

Coin Makers (Blue cover)

Roman economy (Red cover)

Study parchment puzzle

In the right hands I can help protect life but at the same time destroy life... What am I?

The answer to this riddle is GUN

This parchment is placed on the desk which can be picked up and put into their inventory. There’s also a book called modern warfare on the cover laid next to it. This puzzle is linked with the safe puzzle described below

When searching through the master bedroom, the player can come across a painting of a safe that is not hung straight. The player can move the painting off the wall if they interact with it. Doing so will reveal a real safe that, when interacted with will show a Dial. A message will also pop up at the top of the keypad saying. The code equals the answer to the parchment riddle GUN. The dial can then be turned to fit the sequence of numbers with a click for each right number. The dial goes from 0-26

Solution

G = 7

U = 21

N = 14

Safe code = 72114

Inside the safe is a gun that is part of the clues for the dining room case.

4.7 Time and Day feature

The player can then check the time by looking at a watch which is placed on the characters arm. This watch will show the days, nights and current time. This is done by the user moving their right arm up from the chair, whilst looking at their right arm with the Oculus Rift at the watch. The player will have to stare at the watch for at least 2 seconds to activate this function, to prevent any chance of the player accidentally activation this feature if they didn’t mean to.

The in-game nights will finish when the clock/time reaches 10:30pm. Once this time has been reach, the player will be notified by the characters inner voice saying something along the lines of “it’s time to go, better luck tomorrow”. The player won’t be able to interact

anymore with the scenes or search/collect evidence. The game will then go to a cut scene of the detective walking out of the house, the doors closing behind him. If the time reaches 10:30pm while the player is interacting with a puzzle, watching a scene play out, or during an interaction, then the phase will continue until completion and the exit scene will play out; after a short break in between the interaction phase and normal play. Doing so will prevent frustration of players by stopping the game from cutting them out of the puzzle moments from completion. Lastly, for now 10 minute in real time could equate to 20 minutes in-game time, though this is subject to testing and will need to be tested after implementation.

The time is shown within a blank screen just before the transition back into the game world.

Day: 0 night: 1 time - 6:00 pm

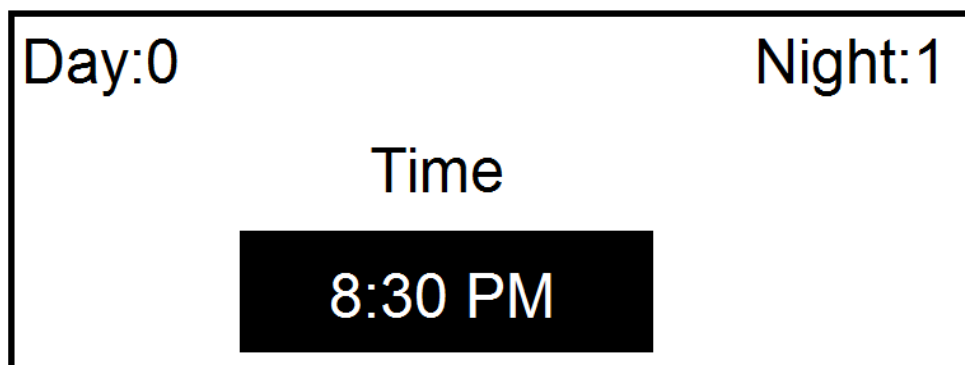
This will then repeat from the following day, starting at 7:00 am in the morning and will look like so.

Day: 1 night: 1 time- 7:00 am

When the time switches from 5:59 pm to 6:00 pm (afternoon to night) then overall clock will be updated again and shown through the watch mechanic like so.

Day: 1 Night: 2 time – 6:00pm

A side note to this is that the feature could be set to default within the game settings in the option menu, allowing the player to turn it off. This option can only be accessible whilst in the main menu screen. Doing so would give the player a choice in whether they would like to have a challenge, or enjoy the game in the slower pace.

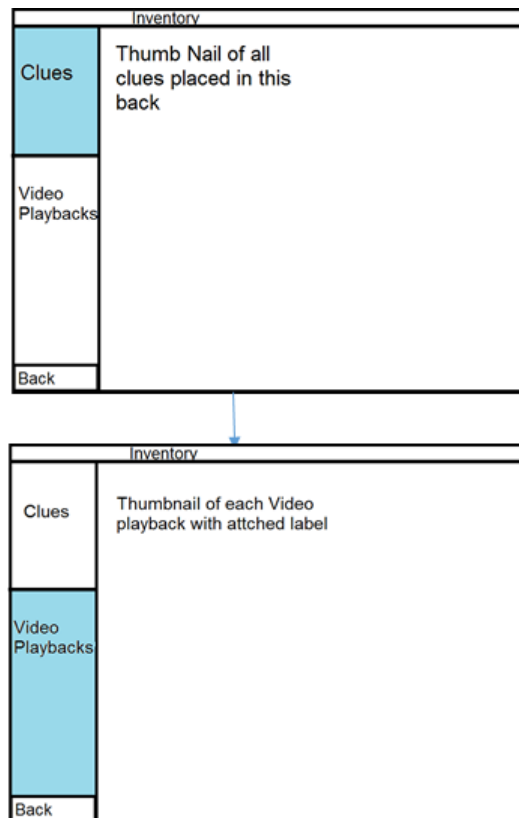


Design of what this screen will look like

4.8 Inventory

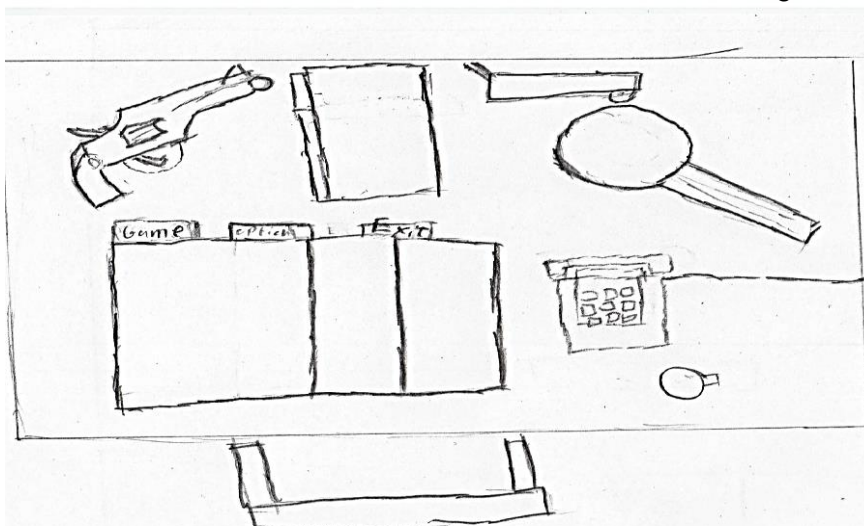
Another feature to aid the player with remembering the clues and the investigation is the Inventory screen, accessed through the pause menu.

The layout of the screen will look something like as shown below.



5. User Interface

The main menu of the game will look like the diagram below and is set to look like the player is looking down at his/her "Detective Desk" via the Oculus Rift. The options will then be highlighted and selected by moving the hand up to "touch" the object. This will be the same for all other interaction with the different menus throughout the game.



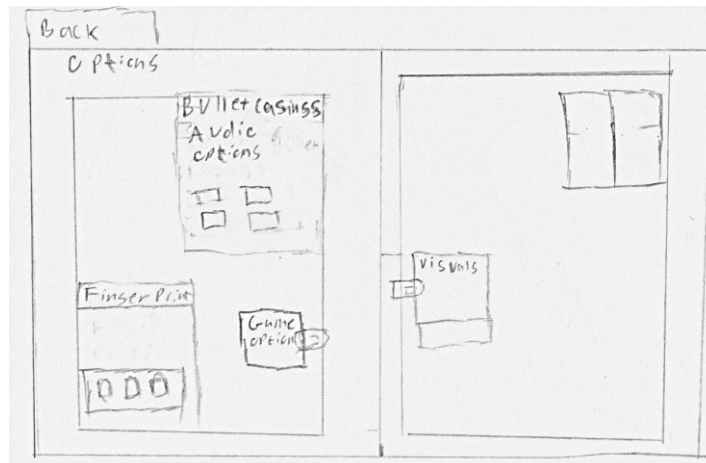
The chair's arms are the only thing that the player would be able to see if they fully look down (though unsure if to include or just have the desk).

Each of the option folders will be highlighted/glow blue when looked directly at. The name of the folder (Game, Option and Exit) will also pop from normal text to bold. The player will then select the folder by "reaching out/touching" it (using the Kinect). The folders should be more

spread out in case of awkwardness with the Rift picking out the right option. Lastly, the player can also interact with the radio (above the magnifying glass) turning on a short music track "<https://www.youtube.com/watch?v=P-RSvWV9t-A>", which will turn off the main menu music for the duration (fades in and out).

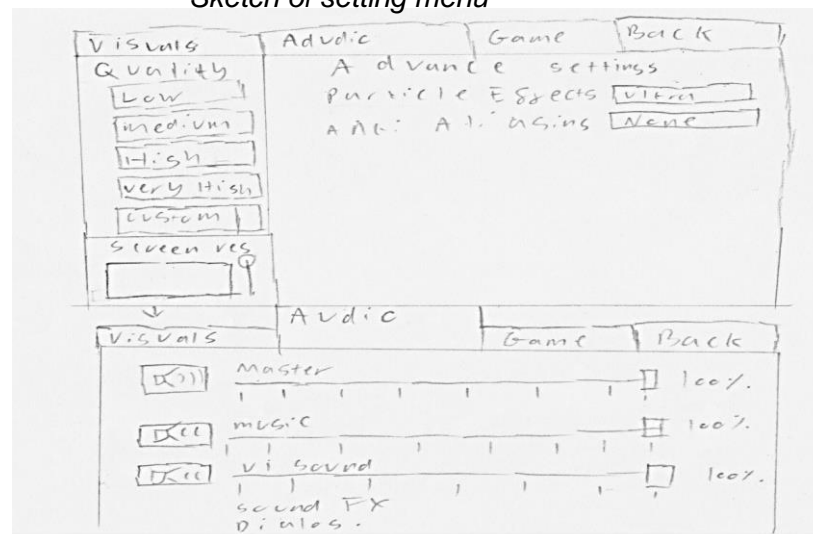
The rectangle above the Exit folder will be taken out to reduce desk/UI clutter. Desk colour dark brown Mahogany wood, Western smith gun and telephone (see assets). White Mug, 80s style radio, and the folders reflect real life case files/folders.

Sketch of options menu via the Main Menu screen, and is represented as the folder been opened up and the content inside revealed to the player.



The "Contents" within the folder show a bag of bullet casings, fingerprints and undeveloped pictures, which will overlap two bits of paper with random text (left and right) to represent crime documents. Two of the pictures, along with the bag of bullet casing will be interactive. This is again done by looking at the desired picture/bag (Highlighting the object) and then lifting the arm to select. Note, the Audio options text will replace the Bullet casing text, its only there to show what it is for the developer/artist. The back option works like stated above except that if selected, a square box with the message "Are you sure" will pop up. Also the option of yes/no will be available to the player, using the right and the hand motion the select the outcome. This will option will appear with all back options within the main menu option screen.

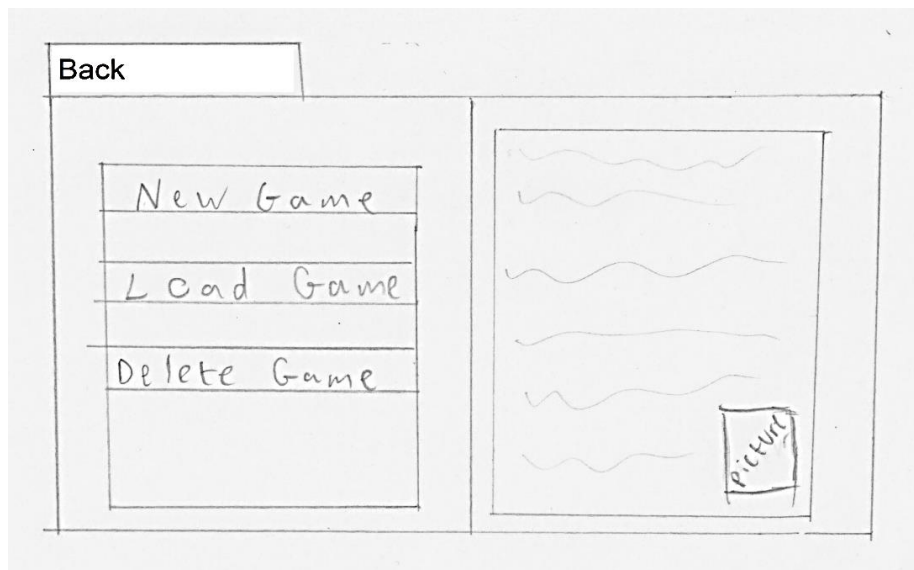
Sketch of setting menu



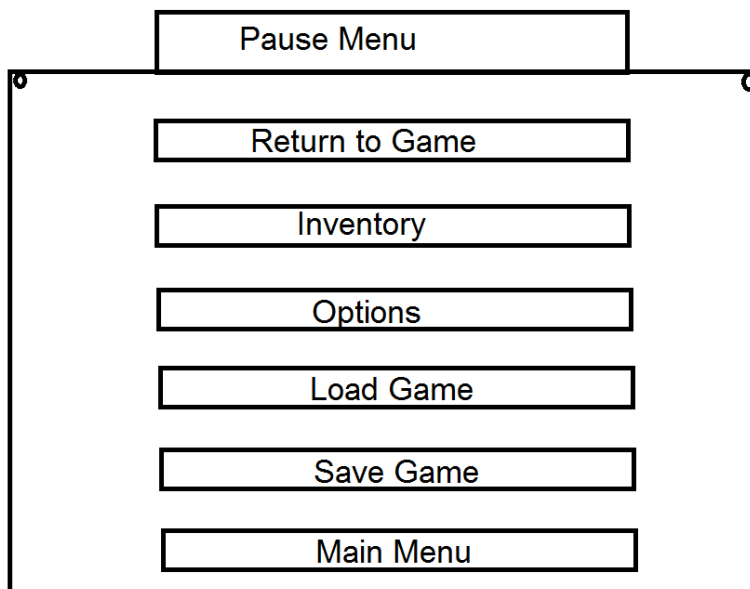
As with the main menu highlight the desired setting by using the rift and then change the options by moving the hand. For example if the player wanted to change the music setting, the user would look at the scroll tab and then drag the tab to the desired percentage.

Instead of going back to the options menu to select the different settings, all the settings options will appear on this screen with the chosen menu showing the chosen menu first. If the visual settings from the options menu were chosen, then it will be shown with the options of selecting the tabs for the other settings. The current tab will be shown to the player by popping up and highlighted, as shown by the sketch above from Visual to Audio. Also there will be a button to save settings.

Sketch of "Game" option from the main menu screen



Sketch/idea of pause menu (Relate to notepad)



The above menu will be active during the game when the player say's "pause".

Selecting the Options menu will lead to the settings scene shown above with the Visual options set as the default screen. Each will highlight when looked at but as bob up and down

a little (hence the spacing between each option). Like with the back options in the main menu the “Main Menu” button will also have a, are you sure yes/no option.

6. Addition Information

6.1 Detective

Biography

Name: N/A

Age: 30

Hair: N/A

Height: 5ft 8

Build: Athletic

Description

Long white sleeve t-shirt, Black Trousers, Black Detective Coat, Black shoes and Watch.

6.2 Suspects

The Biographies (Bio's) shown below are the first three pieces that will be placed within the clues section of the player's inventory. Like with normal clues, these also will have a thumbnail (notes of paper) with the names of each person as their description. These are the suspects and one of them (Michael Grant) is the Murderer. They will be given to the player when the game starts.

Mrs B. Crocket

Full name Bethany Crocket

Age 35

Hair: blonde

Married to Anthony James Crocket

Height: 5 ft. 5

Shoe size: 5

Build: Slim yet toned

Brief info

White English Woman who likes clothes and works as a model. She has a few relationship issues with her husband. Recently bought life insurances for both herself and her husband also, likes to document her life. Loves attention and can be quite the manipulator, though hardly a challenge if it came to a one on one fight, more concerned if her nails get broken.

She's dressed in a black sparkly dress, diamond earrings and red heels. Make up includes red lipstick, black eye shadow dark red nail varnish.

Mr J Whales

Full name: James Whales

Age: 40

Hair: brown

Height: 5 ft. 6

Shoe size: 10

Divorced

Build: Slightly plump

Brief info

White Italian male that wares a brown pinstripe suit and tan shoes, who likes to get his own way and works as a banker. Has some anger issues to sort out and in general quite snappy mood when it comes to cleanliness. Owns a gun licence, states it's for his own protection.

Mr M. Grant

Full Name: Michael Grant

Age: 30

Hair: dark blonde

Height: 6ft

Shoe size: 10

Single

Build: Athletic but well built

Brief Info

White English male, works as a fellow detective though recently transfer to a different office and with the position of Officer, unaware of cause though possibly could be due to his drinking problems. Still, he's quite the well-mannered chap, observant and quick to act, good features for a Detective/Officer of the law. Wears the standard 80s English Police Officer uniform (white shirt black trousers and boots). Note* lost fire arm

6.3 Dialogue

If female voice actors are unavailable for the project, then it will be best if the game does not have any voice acting at all, and be replaced with written text (verbal wise) or possible not at

all when it come to the playbacks. Otherwise lines for voice acting will be shown below, except from the diary of Mrs Crocket, which can be shown in the puzzle section under homicide puzzles. Lastly if there's time, implement a box to check for a Male or Female voice for the main character that the player is in control over. This option will be placed in the audio settings in the main menu.

Male

Mr Whales: Deep booming voice

"Help there's a murder on the loose within Redwood Manor!"

Male Player (Detective): medium voice

Slight breathing noise when walking

"Hmm, is it that time already? Well, best be off and with luck, I'll catch whoever did this tomorrow"

Murderer/Mike Grant: Medium to deep middle aged male voice.

Grunts (trying to force someone to drink alcohol)

"What are you waiting for? If you don't kill him then I'll just have to shoot you both"

"Love, so overrated well if you really want to be with each other then I'll be happy to obliged"

Francis: medium teen voice, French accented.

"It's alright Jessica... As long as you're safe then, that's all that matters."

"I love you too."

Females

Jessica: slightly medium teen voice with an American accent.

"Stop please, isn't there another way? We... We have money lots of money, just please don't make me do this!"

"Francis I love you."

Slight scream

Muffled scream

Male or Female

Officers: cockney accent preferred

"Friggin' 'ell, there's some messed up people in the world Detective."

"Well, we'll leave you to get back to the investigation"

"O 'ello Detective, 'ow's the Investigation goin'? Figured out who did 'em in yet?"

6.4 Health and Safety

For health and safety reasons a supervisor is advised to observe the user while they play the game due to movement while using the Oculus Rift.

If possible the game will benefit if the Oculus Rift 2 is available to reduce motion sickness and offer better visual representation. In any case the use of a wireless system is preferred else a supervisor will be mandatory.