

Project Update

#2

AAKRITI•JAMES•SOPHIE



Update Summary

STORYLINE

GENERAL STORY AND
PROGRESS OVERVIEW

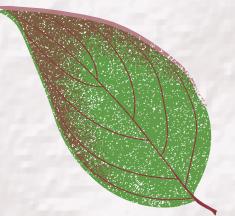
ANIMATIONS

FINAL CHARACTER DESIGNS

CONDITIONALS

DEMO

Storyline



MYSTERY

- 23 STEP MYSTERY PLANNED
 - EVERY 1-2 STEPS HAS ITS OWN CLUE
- ROOMS
 - #1: TREASURE DISPLAY ROOM
 - #2: LIBRARY
 - #3: KITCHEN
 - #4: GREENHOUSE
 - #5: BASEMENT

CLUES

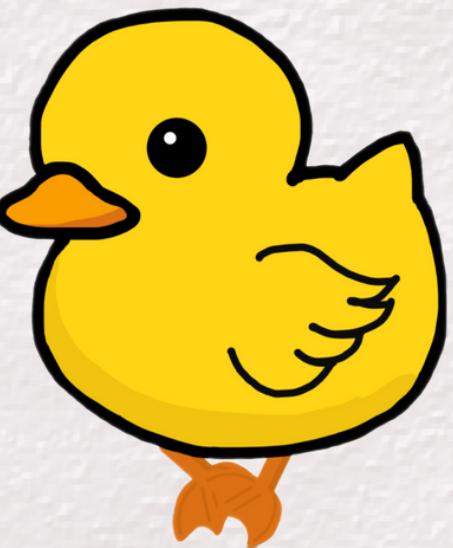
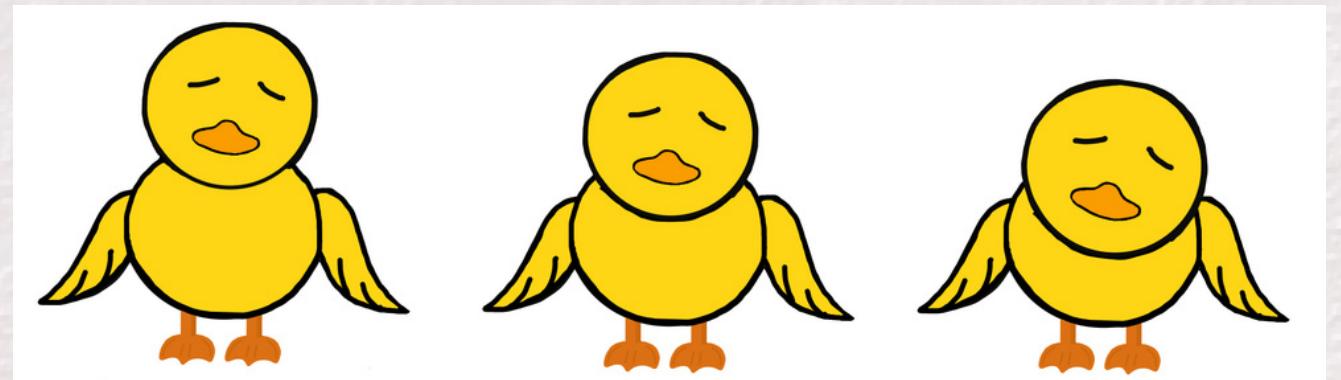
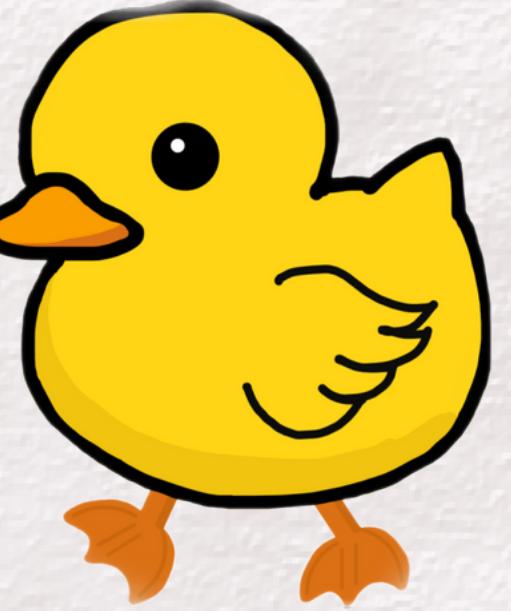
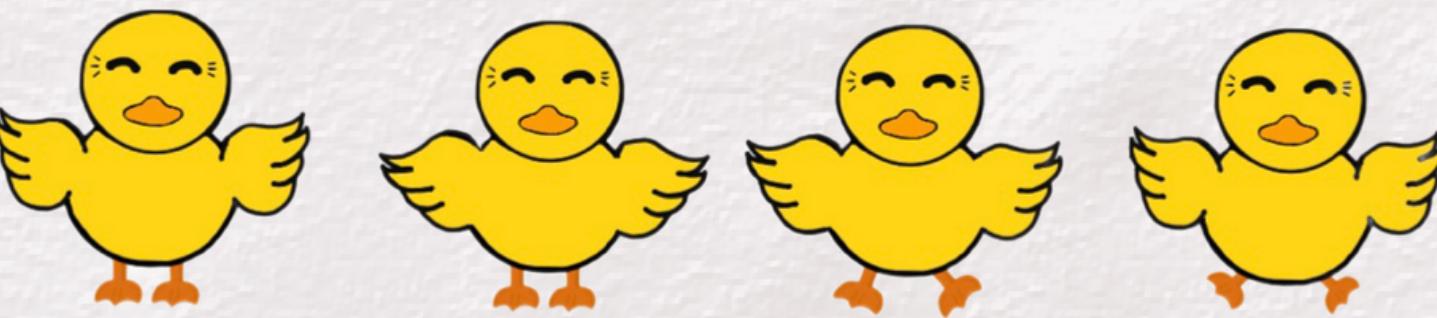
- DIARY ENTRIES
- FLIPPER PRINTS
- GOLDEN FLAKES
- MURDER WEAPON
- EVIDENCE OF SPECIFIC ACTIVITY
 - TRACE MATERIALS
 - MOVED/MISSING OBJECTS

PUZZLES

- COMBINATION LOCK
- ORDERING OBJECTS TO REVEAL CLUE
- JIGSAW PUZZLE
 - FIND PIECES THEN PUT IN CORRECT ORDER
- ETC.



Animations



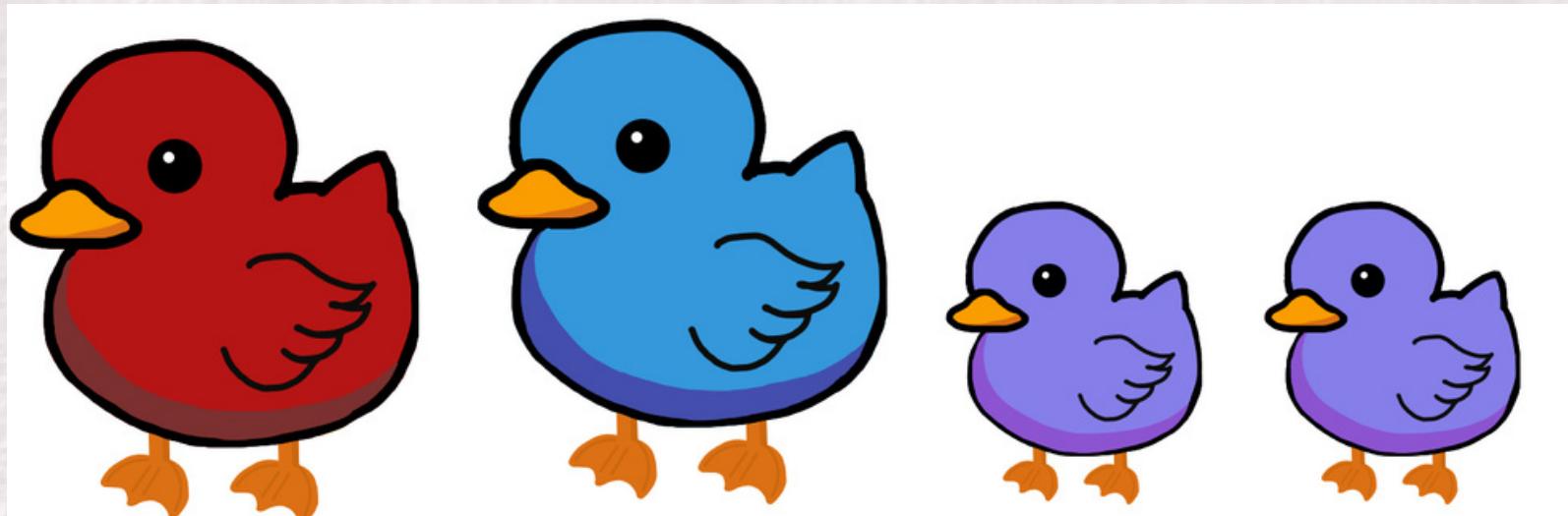
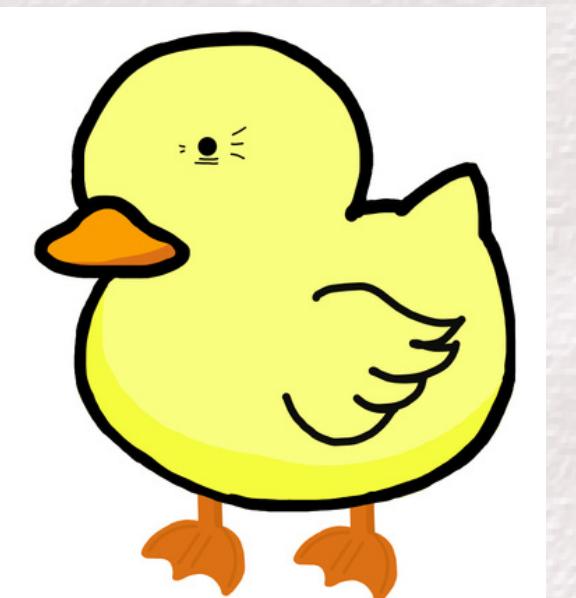
EXPRESSIONS:

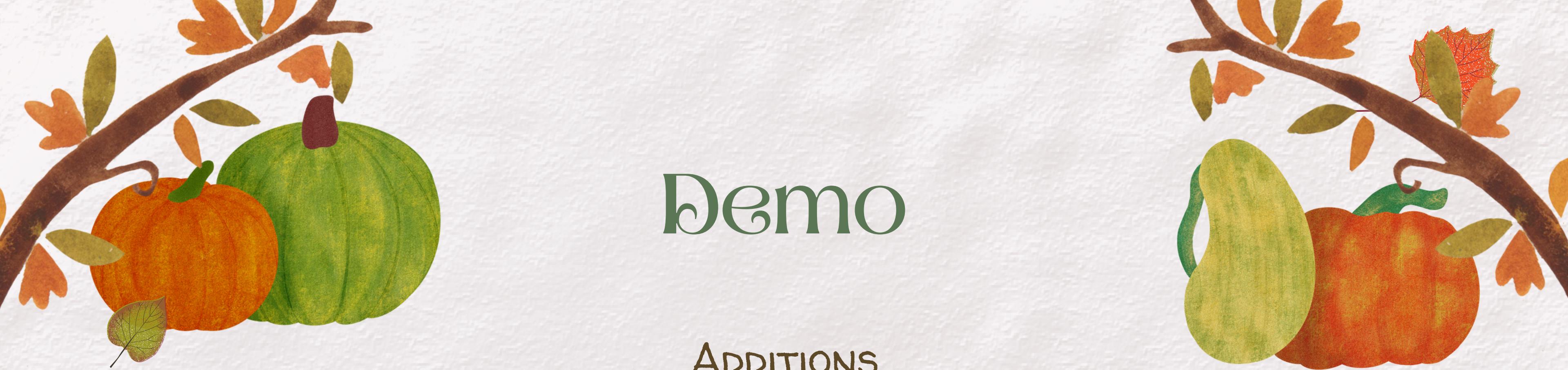
- FAILED PUZZLE
- SUCCESSFUL PUZZLE

ADDITIONAL MOVEMENT

NON PLAYABLE CHARACTERS

- ONLY USED FOR CONTEXT





Demo

ADDITIONS

FUNCTIONALITY

- IF CONDITION THAT REQUIRES WADDLES TO COLLIDE WITH THE TRIGGER BEFORE BEING LET OUT OF THE ROOM

VISUALS

- LANDING/STARTING PAGE
- SPRITES FOR TRIGGER AND DOORS