­­

# Critical Mass Studio

## **(TBD): Serious Crime Scene Investigation game**

**Team Members:**

Michael Hurley

Daniel Fitzpatrick

Charles Rayworth

Matthew Prescott

Jan Derzsi

Mathis­­

# Pendulum Analysis Documentation

### Core Game Loop Design

The core game loop involves the acquisition of items scattered throughout the environment and the interaction of the player with those items. The players’ goal is to solve a crime scene by interacting with the items gathered. Every item in an environment will be able to be picked up. It is the players choice to use reasoning and acquire the correct items. Feedback will be provided to the player through menus and dialogue boxes. Progress will be measured by the certainty of the character that they have come to the correct conclusion.

### Real-Time Engagement Design

The second to second engagement of the game requires the player to interact with items and choose how to examine them. The choice of how to examine items will be informed by their knowledge of crime scene investigation. On a second to second basis the items scattered across the environment will be enticing calls to action, providing a lot of opportunities for interaction.

In a minute to minute gameplay loop, the player will need to make a string of correct choices in order to reach the desired outcome of solving a crime scene. The aim is to make no mistakes, which will drive the players engagement and pull their attention due to the desire to succeed.

### Long-Term Engagement Model

A play session may last hours if the player wants to correctly solve a crime scene by replaying or if they want to play multiple scenarios. Each scenario can be scored based on time and efficiency of finding the solution, to encourage replayability on an hour to hour basis. Achievements can be utilised to incentivise better scores.

Year to year engagement relies on the serious nature of the game and the use of the game as an education tool. By staying true to real life investigation methodologies, the game holds a lot of potential for replayability. By adding more scenarios as additional content, players are drawn back by the potential of learning more about crime scenes and their investigations.