

MKB6

The Guilty

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A Visual Novel by

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Dozent: Riem Yasin



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Criteria

Nr	Bezeichnung	Inhalt
	Titel	The Guilty
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1	Konzept	Inhaltsangabe, Storyboard, Steckbriefe, Screenplay, Location Konzept
2	Charaktersteck-briefe	Steckbriefe zu allen Charakteren zu allen Storybranches
3	Auswahlmöglichkeiten	Es gibt mehrere Entscheidungen, manche verändern die Story mehr als andere
4	Branching paths	Der Spieler entscheidet sich ab der ersten Entscheidung für seine Geschichte und dessen Ende, Wie er zum Ende kommt wird von mehreren Entscheidungen beeinflusst
5	Transitions	Es kommen unterschiedliche Transitions zum Einsatz
6	Audio	Der Soundtrack für das Visual Novel wurde von Simon Hähnle erstellt und für das VN zur Verfügung gestellt. Sound Design wurde von mir hinzugefügt und die Sounds kommen ausschließlich von der Soundlibrary die Matthias Reusch zur Verfügung gestellt hat. https://www.dropbox.com/sh/m9kza3cci4cd826/AACMrPq93XgpVeALeMHdm9tHa/Sound%20Library%20Digffects?dl=0
7	GUI	Gamenmenü mit Inventar, Load, Save und Credits und ein Interface zum Benutzen des Radios
9	Animationen	Es gibt 3 Animationen: beim Radio zum Bewegen des Knopfes, Ein Messer was blutig wird und eine Kopfbewegung
10	Styling	Alle Elemente wurden mit CSS bearbeitet und gestyled
11	Creative Corner	Benutzung eines Radios um zwischen verschiedenen Sendern zu wechseln.
12	Enden	Es gibt 2 Enden welche 2 unterschiedliche Geschichten beenden
A	Inventory	Das Inventar wird genutzt und gefundene Items zu bewahren und um in einem Raum Licht mit einer Taschenlampe zu erzeugen.
C	Novel-Pages	Novel Pages wurde genutzt um ein Dokument anzuzeigen und gefundene Items darzustellen

Summary

"The Guilty" is a mystery Visual Novel with 2 different Stories. Depending on the first decition the Player is either playing the role of the Innocent or the the role of the Guilty. Both Stories start with the main character Valeria (Players Perspective) finding herself in her house with lost memories. As time passes by we notice some odd Things About Valerias Family and that they are not what they seem to be. When playing the Guilty, Valeria finds a secretroom in the Basement and with the help of 3 detectives playing her Family, regains her memories of what happend: she murdered her own Family. When playing the Innocent, Valeria discovers that 3 thieves are playing her Family in order to get accsess to the Family fund. In the process of the original plan they kiled Valerias real Family.



Concept- Location

For this Visual Novel I wanted to set the Story in an Victorian style House. The main Family Comes from money and as the house is a character in itself, it supports the Story.

In Calw, BW, I could find an old City house open to the public. Those Photos were then turned into Illustrations with Adobe Illustrate.



Palais Vischer, Calw

Concept- Characters

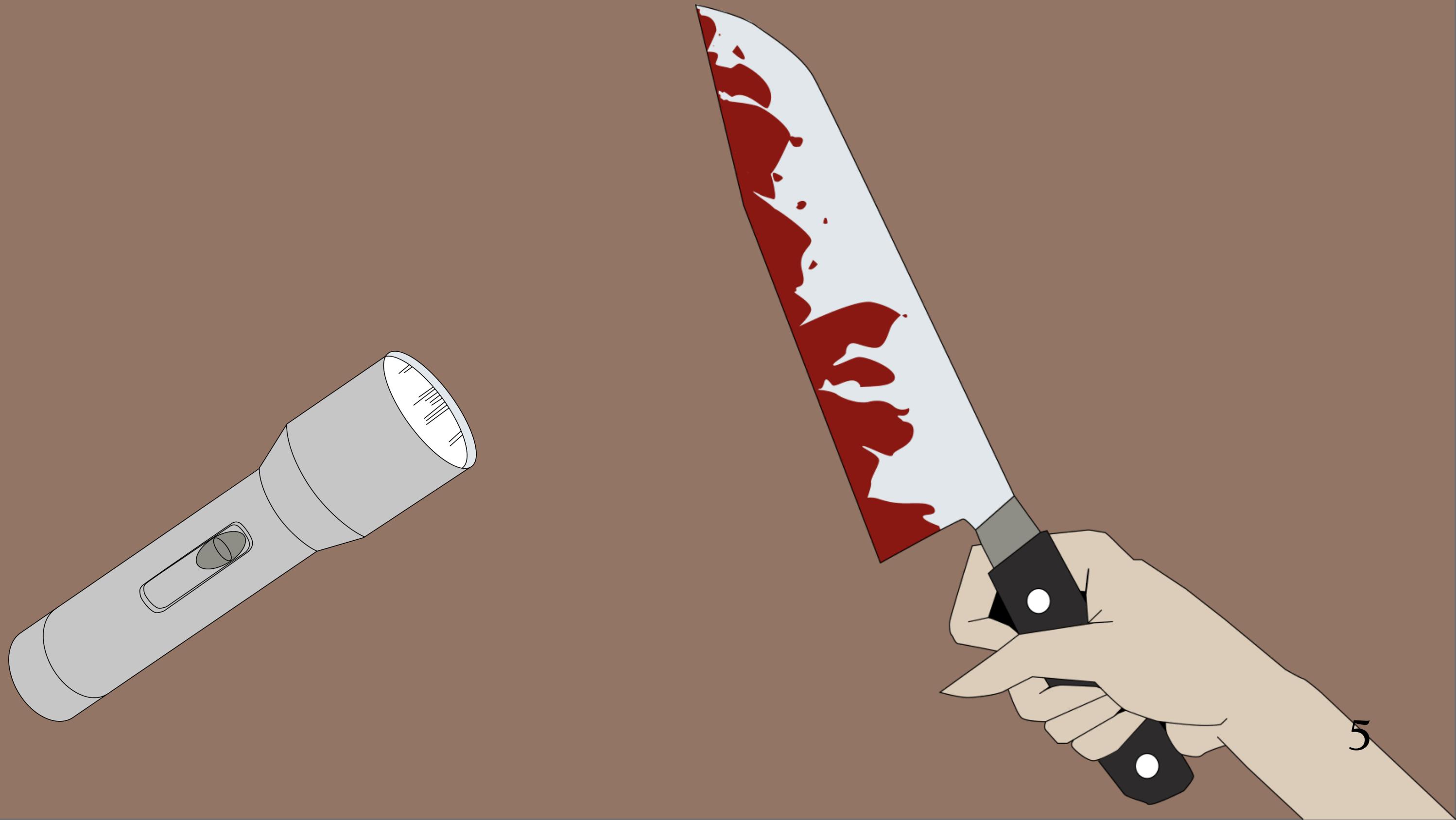
This Visual Novel has 5 Characters, but depending of the played branch, the Characters Change.

The following pages describe each character in 2 ways:
One with ending 1: Detective and one with Ending 2:
Thief.

Valeria is only seen in Ending 1 and the neighbor stays
the same in each Story.

All Characters were drawn with Adobe Illustration
taking insperation in 80s Anime, Webtoons and Animes.

All items were made with Adobe Illustrator as well.



“MUM”
Detective
Name: Olivia Gibbons

The Guilty



Age: 45

Intelligence: “street smart”, has been working as an Agent for many years, fearless and cold

Economic Background: from a well-off family. Her dad was an Officer at the NAVY, proud of her family. That’s why she likes life to go her way as she planned it

Profession: Full-Time Agent and Detective

Vocabulary: Well-spoken and posh

General Attitude: Method acting is her talent and makes her an excellent undercover Detective. Sees the worst in people. Only, when necessary, a team player.

Backstory: Ever since she was little, she liked to solve puzzles but hates open endings. She gets obsessed when she can’t find the answer and is often in disbelief when it isn’t the answer, she believed it was. Collogues mislike her because she comes off as an arrogant bitch, who only believes in herself. Her dad had great influence in her and raised her as an independent woman who can stand up for herself. She was assigned to this job for 2 reasons: 1. She had the most similar statue to the dead real mother; only heavy makeup is needed and a wig to disguise her. 2. She is willing to stay as long as it takes and to be most careful to trick Valeria to find the answer.

Desire: Settlement, she hates unsolved cases and shares deep hatred towards the possible murderer. She was raised to be perfect in any way and a lost case would bother her at the highest level

Values: Straightforwardness. She believes that criminals deserve to be punished as harsh as their misdeeds. She believes in the institution and its values. Loyalty but private distance.

Key flaw: Jumps fast to a conclusion and will do everything to prove her point. This develops to only look at clues that support her vision.

Character Arc/Change: When we first meet her, we believe she is the figure of Valerias mum. But the further the story continues, the more of Olivia’s personality comes through. She’s picky and Cold and loses patience.

Visuals

Physical Attributes: black hair. Her body is rather slim and tall.

Clothing: casual business

“MUM”
Thief
Name: Orla

The Guilty



Age: 40

Intelligence: “street smart”, has been dealing with many different people and got her way around

Economic Background: Lost all her money after she got scammed by her Ex-Husband. Lives day by day. Short on money, tired of the lifestyle

Profession: Used to work as a Florist in her own shop. Now Jobless

Vocabulary: Well-spoken and direct

General Attitude: Used to being alone. Cold towards people she doesn't know

Backstory: Grew up in a worker Family, but lost contact after she got married. Her Husband took all the money she got through hard work. Left with nothing, she ended up staying in random places and eventually started seeing the big money coming from robbing. Heard about the job from an acquaintance.

Desire: Changing lifestyle and going back to her old profession.

Values: Sees the illegal activity-based lifestyle as a short-term solution. She lost trust in the system itself and therefore doesn't feel guilty about robbing or even murder people.

Key flaw: Greed and inpatients.

Character Arc/Change: When we first meet her, we believe she is the figure of Valerias mum. But the further the story continues, the more of Orla's personality comes through. She becomes more and more shameless and direct

Visuals: An Elegant figure.

Clothing: Simple style

“DAD”

Detective

Name: Steven Hedley

The Guilty



Age: 55

Intelligence: high education and quick to understand

Economic Background: poor upbringings, worked his way up

Profession: Senior Detective

Vocabulary: Casual and direct. Doesn't beat around the bush

General Attitude: Calm, casual

Backstory: His family wasn't well off and it took him years to be able to support his family. Now he is one of the only family members with a stable income. He enjoys the time together with his family but takes his job seriously.

Desire: Feeding his family and seeing his grandkids some day

Values: Honesty and Hard-working

Key Flaw: never gives up, even if something is hopeless

Character Arc/Change: Until the end he stays composed and never loses his cool. It's hard for him to understand how people can be so cruel to murder others.

Visuals: He looks exhausted, messy hair

Clothing: He is a suit/Dress shirt guy

“DAD”
Thief

Name: Robert

The Guilty



Age: 50

Intelligence: rather slow thinker

Economic Background: From a workers family, always tries to make easy Money

Profession: Salesman (for not so legal products)

Vocabulary: vulgar

General Attitude: lazy

Backstory: was the first to hear about the big money at the family's property. He got the group of people together to rob the Family

Desire: Money

Key Flaw: Grumpy and Greedy

Visuals: dark hair and slim face

Clothing: casual

“Brother”
Detective

Name: Noah Adler

Age: 26

The Guilty



Intelligence: eager to study, fast to remember and notice things

Economic Background: middleclass family

Profession: Junior Police Man

Vocabulary: Casual

General Attitude: has difficulties to stay calm and collected

Backstory: He is a Newcomer which makes him very insecure. Constant Feeling of having to proof himself.

Desire: Career

Values: Knowledge and Truth

Key Flaw: easy to loose his cool

Character Arc/Change: In the end he is the one talking to Valeria, from beginning to end very eager to get to KNOW the truth

Visuals: college Boy look

Clothing: casual

“Brother”

Thief

Name: Liam

The Guilty



Age: 24

Intelligence: streetsmart, Survival mode

Economic Background: orphan, homeless

Profession: none

Vocabulary: Casual almost nasty

General Attitude: aggressive

Backstory: lost parents and home very young and now lives day by day

Desire: own place to live

Values: Time

Key Flaw: no patience

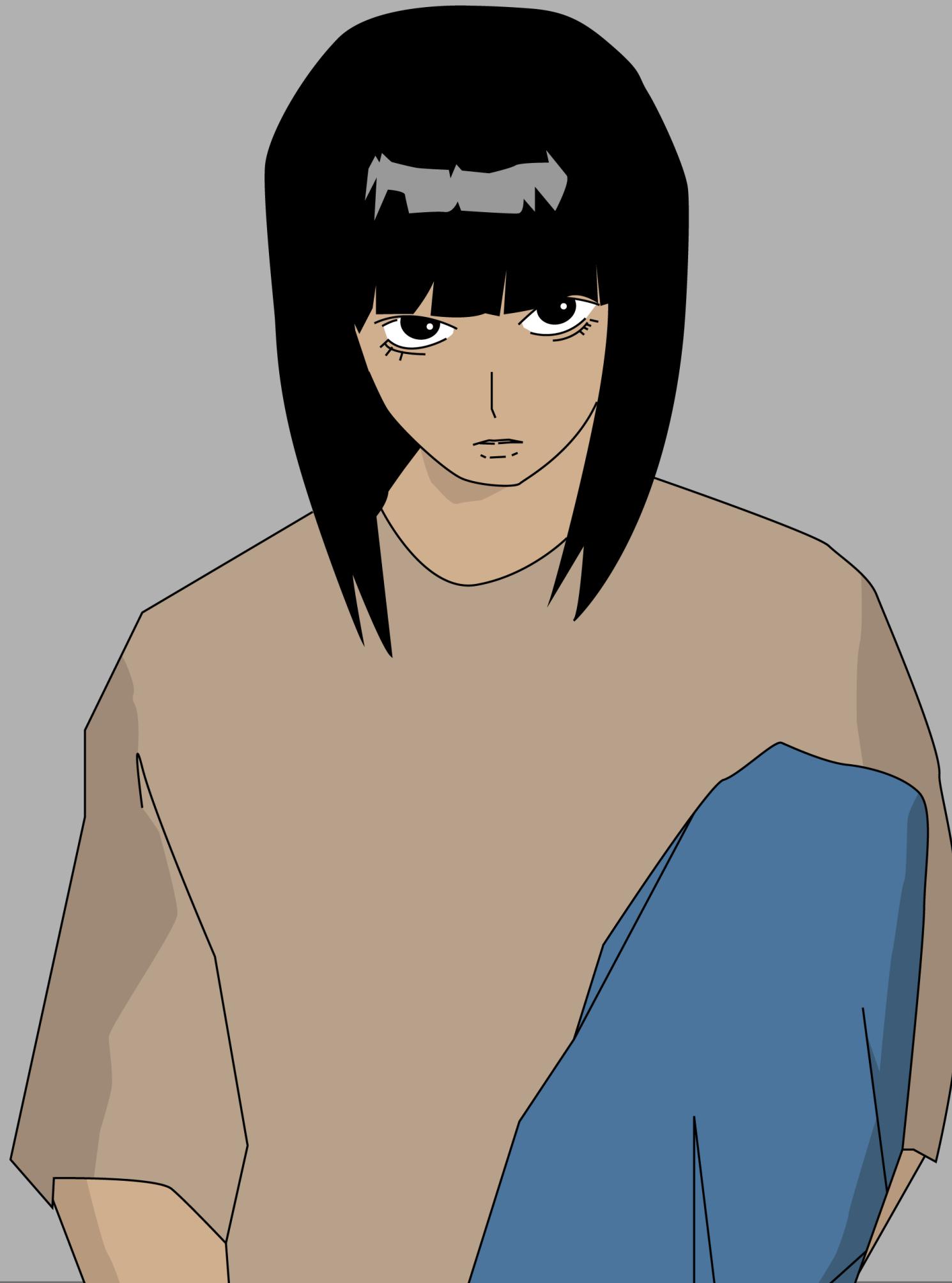
Character Arc/Change: day by day he gets more aggressive, his time is ticking

Visuals: glasses

Clothing: casual

“Valeria”
The Player

The Guilty



Age: 16

Profession: High School Student

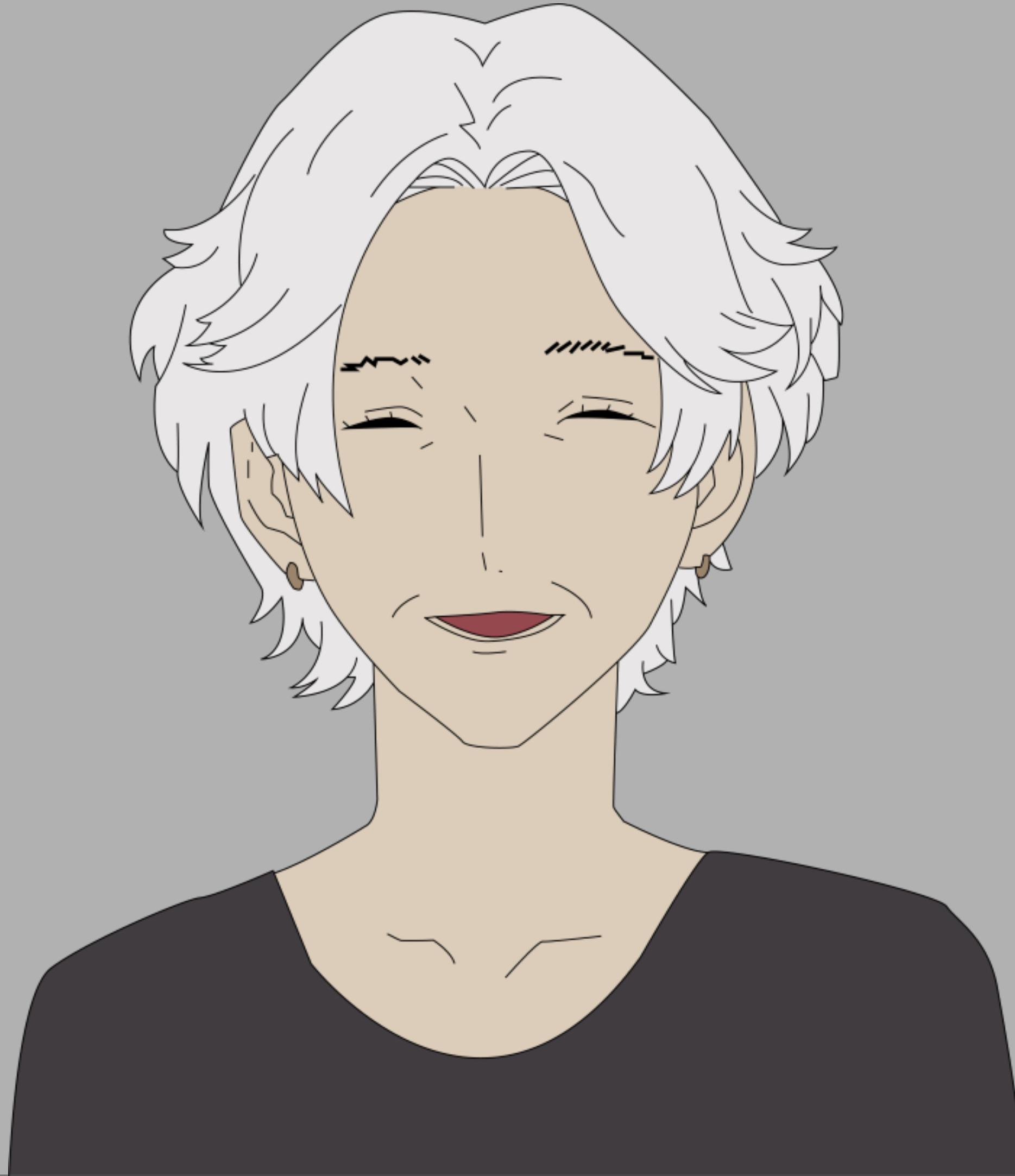
She lost her Memory due to a traumatic event she herself can also not remember.

Character Visuals are only revealed in End 1.

She is clever and picks up on Details fast

“Neighbor”
Name: Ms Anne

The Guilty



Age: 62

The friendly yet nosy neighbor from across the street. Is very close to Valerias Family and they have a BBQ Party every year together.
Very very talkative!

Radio

Special Interaction is the Radio. The Player has the opportunity to Change the channel by Scrolling on the Right Bottom. the bottom is then animated and the according channel text will Show.

Nowadays People use phone to check the News, but this story is set in an old fashioned, rich Family's house, so I thought it would be fun to place an old Memory piece in the Visual Novel



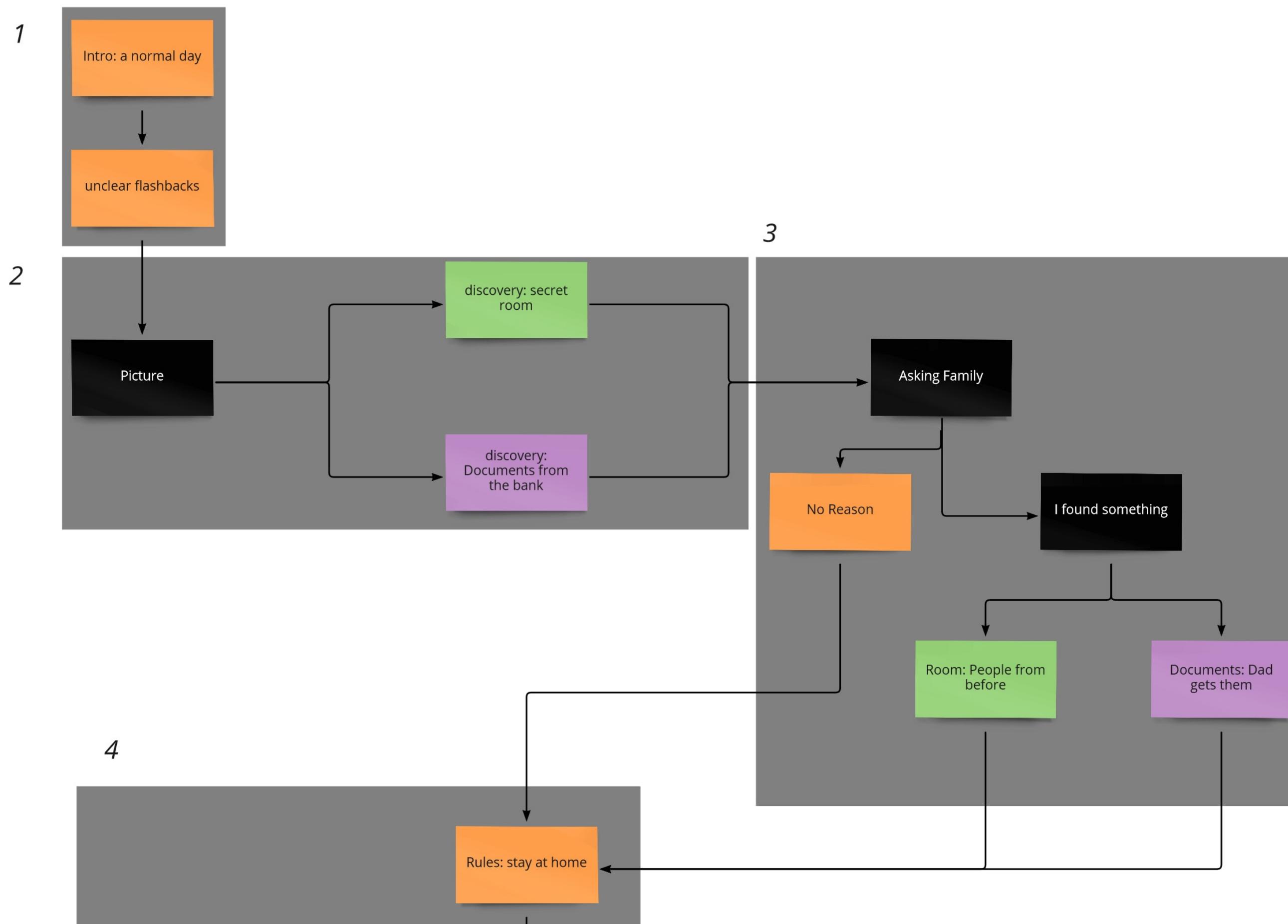
Easter Egg

In this Visual Novel is Alexander Reiprichs cat from his Visual Novel "an unpolished Gem with a tragic Backstory" hidden in the Basement room.

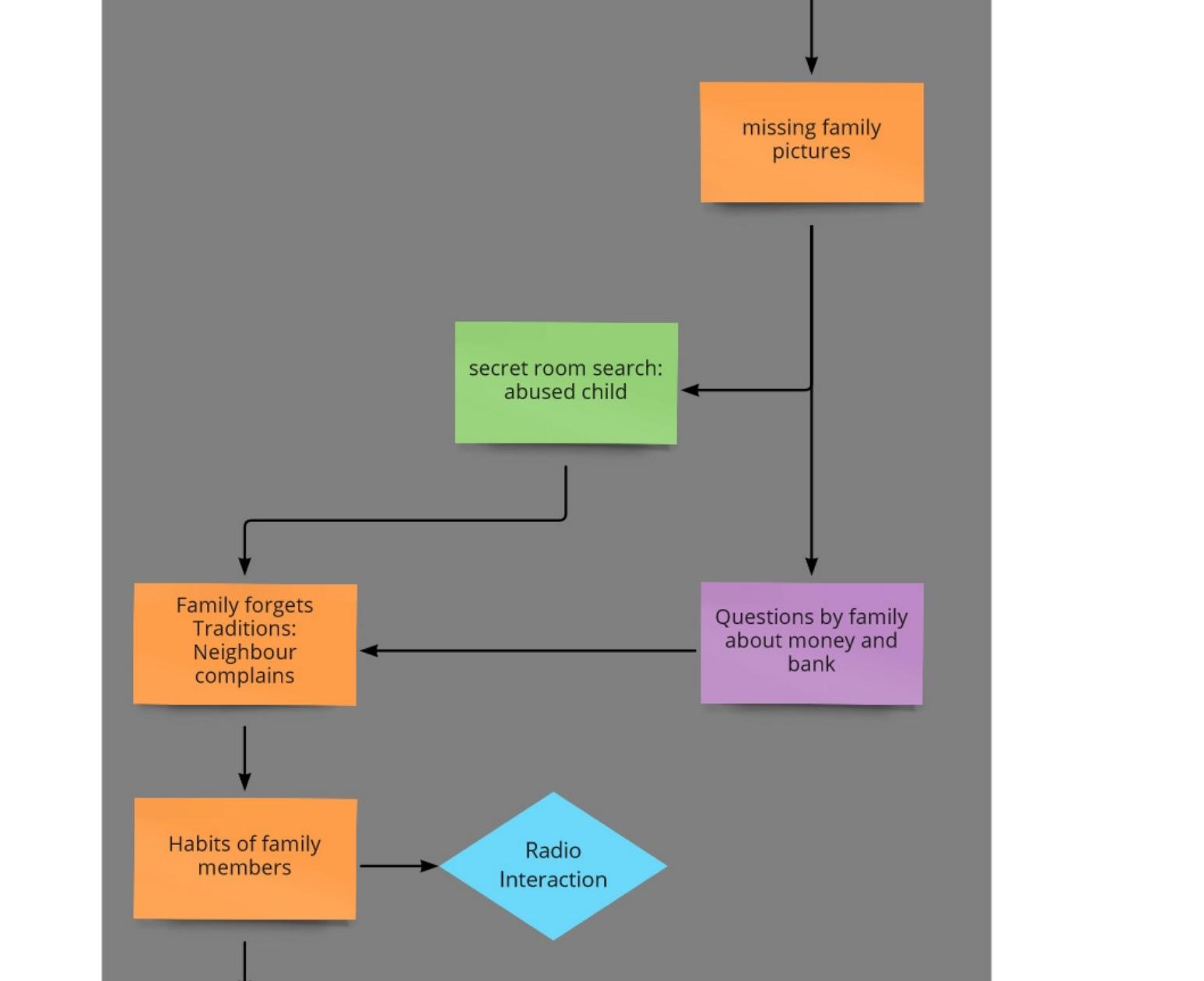


ACT 1 Part 1

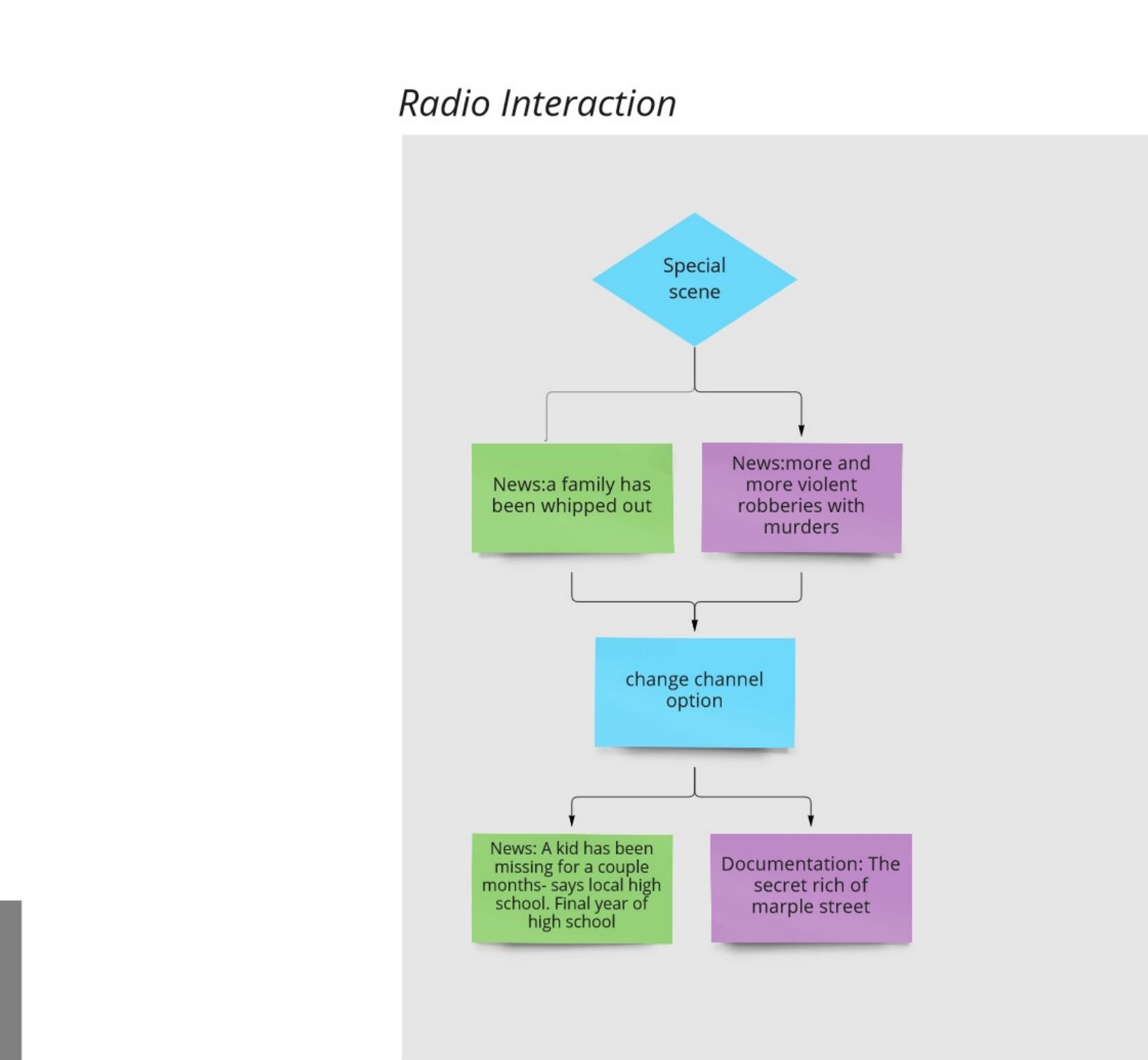
green: Path 1
Purple: Path 2



ACT 1 Part 2



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Radio Interaction

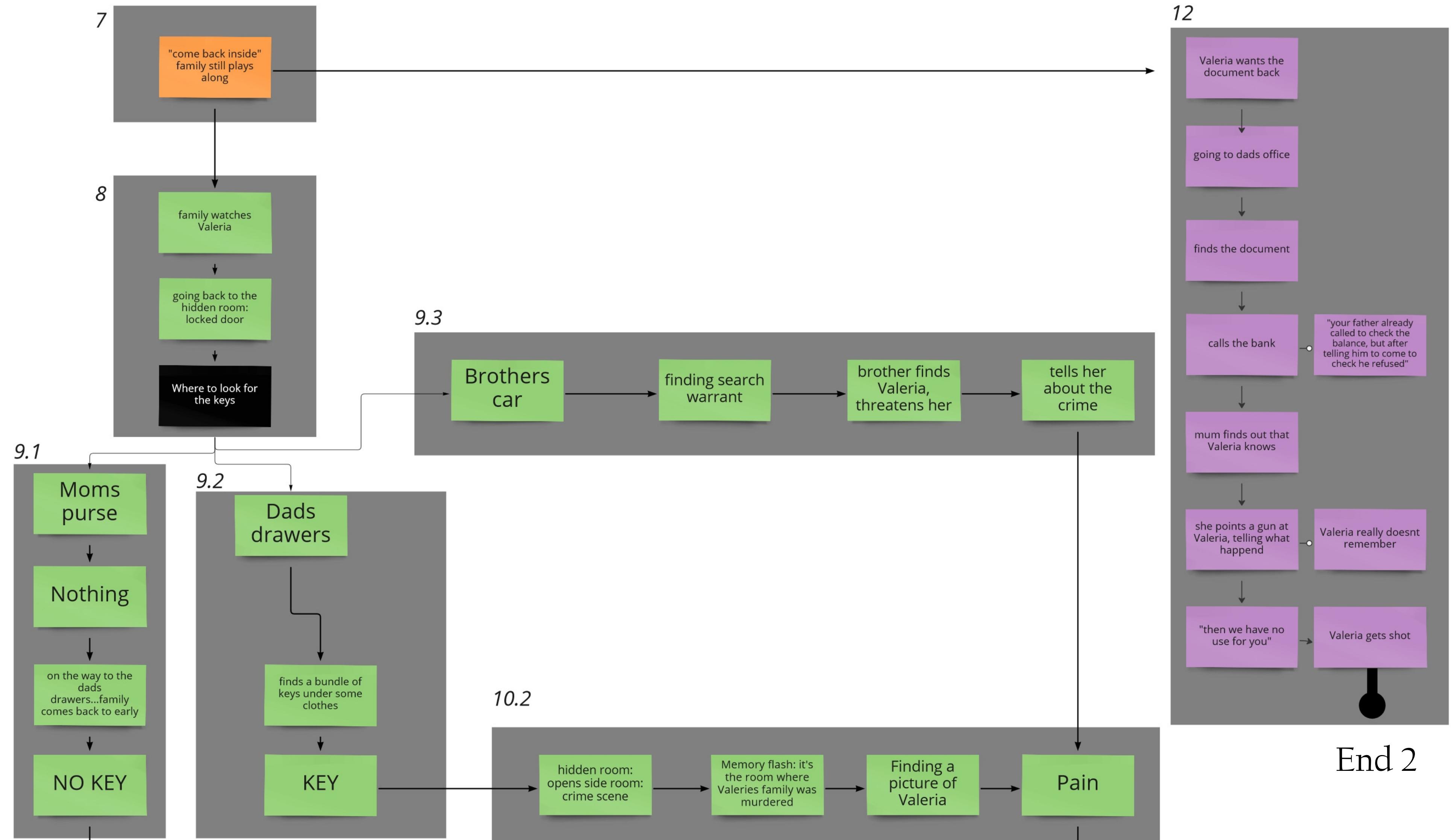
green: Path 1
Purple: Path 2

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ACT 2 Part 1

green: Path 1
Purple: Path 2



End 2

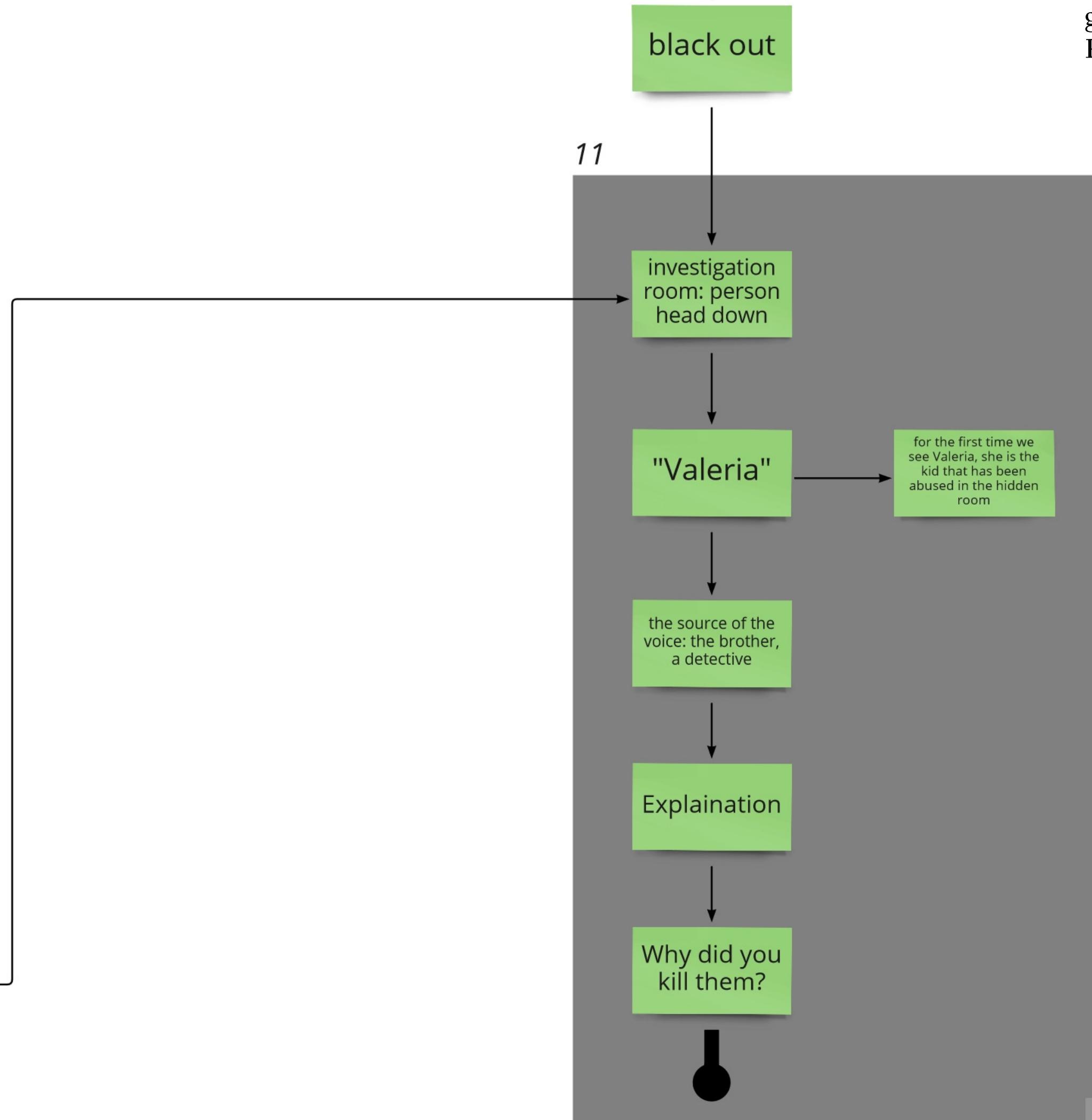
ACT 2 Part 2

green: Path 1
Purple: Path 2

10.1



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End 1