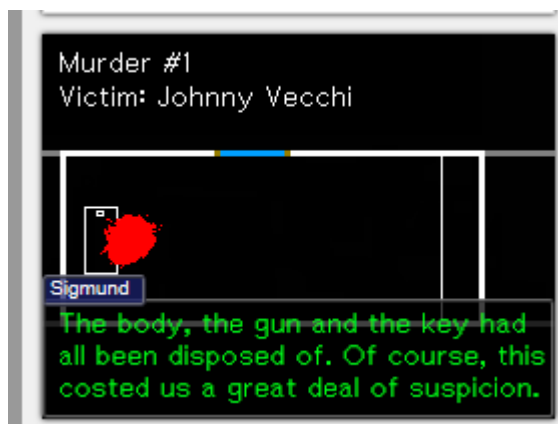SoC:

Well that didn't take long to go full Umineko

I lament the lack of profiles or some "suspect" document that ties the faces to their names.

In addition to that, this summary-style presentation could likely be improved by displaying profile pictures at relevant times. Like when a person did something, show their image, or when they find the corpse of someone show their image with red color.
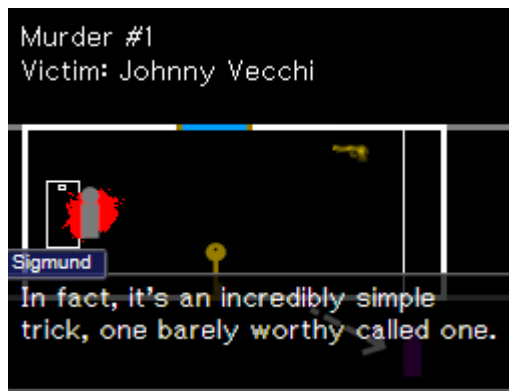The player is kind of just thrown a bunch of characters at once here, so anything that helps keeping in mind who is who would be helpful.


```
Murder #1
Victim: Johnny Vecchi

Sigmund
The body, the gun and the key had
all been disposed of. Of course, this
costed us a great deal of suspicion.
```
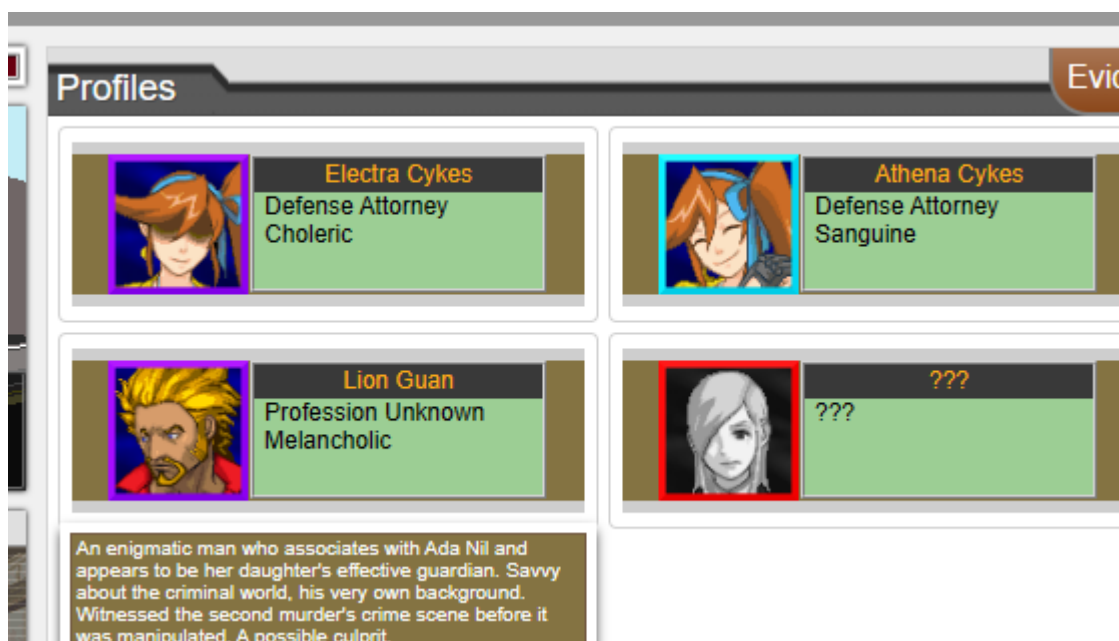
I feel like costed is incorrect here. Though tbf I'd reword the entire second sentence because I'm not sure what "cost us a great deal of suspicion" is meant to mean in this case.


```
Murder #2
Victim: ??? Cykes

Sigmund
It was a small, mostly empty room,
and the key was firmly locking
inside the busted door.
```

I'm assuming this is meant to say the key was in the lock. I think "locking" should just be removed here (or changed to "locked" though that would only really makes sense if it was stuck somehow)

Should probably be "one barely worth being called one." or "one barely worthy of being called one."

Oh NOW we're getting profiles?
Makes me feel like they were meant to be revealed all along since some of these seem like updates.

It's hard to say if the typewriter sounds for green text are always intentional. I guess it makes some sense inside the story though.

OK I reached the end.
Tbh, ain't no way anyone finishes this in 30 minutes unless they ignore all optional stuff and skim the mandatory things.
There were probably too many characters for something that had to be kept this short - it was hard to really get a feel for most of them so some of it didn't really have much impact.
~~Though for what it's worth, I always love me some evilthena moments.~~