

# *DETECTIVE CHATBOT*

02

GROUP

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# STRUCTURE

- 01. Concept*
- 02. Capabilities + Limitations*
- 03. Visual Concept*
- 04. Target audience*
- 05. Hypothesis*

*01*

*CONCEPT*

*You are the suspect.  
Prove your innocence –  
not knowing what happened.*

# CONCEPT

- **WAKING UP IN A POLICE DEPARTMENT**
  - YOU WAKE UP WITH A HEADACHE AND FRAGMENTED MEMORIES
- **ACCUSED OF A CRIME**
  - YOU ARE A SUSPECT IN A CRIME COMMITTED THE PREVIOUS NIGHT
- **INTERROGATION BY A DETECTIVE**
  - A DETECTIVE IS PRESSURING YOU FOR A CONFESSION
- **GOAL**
  - AIM TO BE EXONERATED OR RECEIVE THE BEST POSSIBLE SENTENCE, WITHOUT KNOWING IF YOU COMMITTED THE CRIME

02

*CAPABILITIES*

# CAPABILITIES

- **INTERACTIVE DIALOGUE:**
  - PLAYER ENGAGES IN CONVERSATIONS WITH THE DETECTIVE CHATBOT.
- **MYSTERY SOLVING:**
  - PLAYER USES CLUES AND MEMORY FRAGEMENTS TO PIECE TOGETHER THE STORY.
- **TIME PRESSURE:**
  - A 15-MINUTE TIMER ADDS URGENCY TO THE GAMEPLAY.

03

*LIMITATIONS*



# LIMITATIONS

- **LINEAR NARRATIVE:**
  - > THE STORY FOLLOWS A FIXED PATH.
- **LACK OF PLAYER CONTROL:**
  - > PLAYER HAS LESS CONTROL OVER THE DIRECTION OF THE STORY, AS THE NARRATIVE FOLLOWS A PREDETERMINED PATH.
- **SAME STRUCTURE EVERY GAME:**
  - > THE CORE GAMEPLAY MAY FEEL REPETITIVE WITHOUT SIGNIFICANT VARIATION.

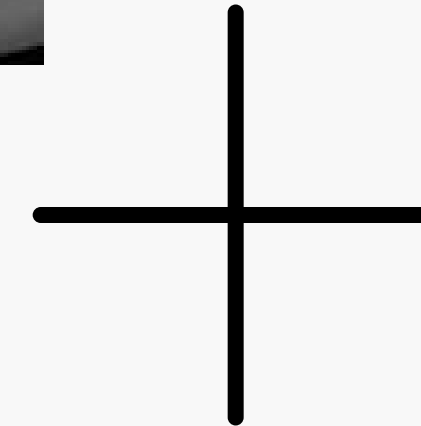
03

*VISUAL*

*CONCEPT*



FILM NOIR



PIXEL ART

04

TARGET

AUDIENCE

# TARGET AUDIENCE

- **QUICK SESSIONS**
- **MYSTERY & THRILLER FANS**
- **CASUAL MOBILE GAMERS**
- **TEENS TO YOUNG ADULTS (16–26)**
- **FANS OF NARRATIVE-DRIVEN GAMEPLAY**

05

*HYPPO-*

*THESIS*

# HYPOTHESIS

*An **interactive**, story-driven chatbot game with a **time limit** will increase player **satisfaction**, **decision-making**, and **replayability** compared to traditional storytelling games.*



# HYPOTHESIS

- **INTERACTIVE STORYTELLING**  
→ PLAYERS SHAPE THE NARRATIVE THROUGH THEIR CHOICES.
- **TIME LIMIT**  
→ CREATES URGENCY, PUSHING PLAYERS TO MAKE FAST, STRATEGIC CHOICES
- **REPLAYABILITY**  
→ EXPLORE DIFFERENT PATHS AND ENDINGS.
- **INCREASED SATISFACTION**  
→ FUN AND REWARDING EXPERIENCE COMPARED TO TYPICAL STORY GAMES.



*THANK  
YOU!*

