



Game Proposal

12/13/16

Summary

- Theme and Core:
 - Crime solving and mystery
 - Collection
 - Collecting clues is an important aspect of the game in order to have sufficient evidence to come to the conclusion of the correct suspect.
 - Race-to-end
 - The player will feel elements of race-to-end due the urgency of solving the crime before any other victims are claimed during the time the suspect is not caught.
- Demographic:
 - Aimed towards young male teenagers and adults ranging from 14 to 25, as well as avid crime TV enthusiasts of both genders.
- Genres:
 - Mystery
 - The player will be solving a crime and piecing together the clues to locate the correct suspect
 - Puzzle
 - The player will utilize items and solve puzzles left by the suspect
- Platform:
 - PC on Windows

Features

- Solve a variety of puzzles to hunt down the biggest suspect the town never expected!
 - Puzzles include randomly generated word scrambles, number puzzles, and spatial deduction (such as location of objects around the crime location)
- Enjoy the hilarity of the puns about Henry's features
 - Henry always has a "hunch" that points him in the right direction
- Your decisions in game determine how the game will end
 - Choosing the wrong suspect will result in the killer running free and proceeding to harm more unsuspecting victims
 - Charging a suspect without sufficient evidence will result in the loss of your job
 - Correctly apprehending the suspect with sufficient evidence will make you the hero of the town!
- Travel to different locations to find new clues
 - Review the case at Henry's office, travel to the main crime scene at the high school, and the different stores around town to interview potential suspects
- Encounter different characters that are all suspects to the crime
 - Was it the cheerleader's stalker, the jealous friend, a member of the football team, the teacher, or someone you would never expect?
- Game interface allows for easy access to previously solved clues for reference for solving the crime
 - View your collection of solved puzzles in an inventory-like system to easily go back and piece together the clues
- Discover the true nature of Middleton, WA
 - The town isn't everything it appears to be, and it's up to Henry to dig deeper into the town's history to right its wrongs

Time Estimate

- **Version 0.1 (10/18/16):**
 - Basic functions of Henry moving around a space and initiating certain events by interacting with objects
- **Version 0.3 (11/1/16):**
 - Ability to view the collection of clues along with moving to different locations
- **Version 0.5 (1/15/16):**
 - More story based progression and well-made puzzle functions to collect clues rather than picking them up
- **Version 0.7 (11/29/16):**
 - Iron out any issues in the clue puzzles and allow for an end game to be achievable
- **Version 1.0 (12/13/16):**
 - Be a complete and playable version of the game with an established beginning and possible multiple endings.

Budget

- Programmer
 - 15 hours a week
 - \$40 an hour
 - Total: \$7800
- Artist
 - 50 total hours
 - \$25 an hour
 - Total: \$1250

Total Budget: \$9050

Competitive Analysis

- L.A. Noire
 - Open-world detective game that explores more cases than just homicide and several side quests that further the depth in the main character's story
 - Homicide Hunch will remain in fixed locations and focus on one case
 - Cole Phelps, the protagonist of L.A. Noire, has a deep and expanded upon backstory
 - Henry in Homicide Hunch has a backstory, but nearly has influenced by the story of the game
 - Detailed interrogation system based on facial expressions and simple clue analysis by simply walking around a crime scene.
 - Homicide Hunch will be about the opposite, with a simple interrogation system and a more complex clue analysis with solving puzzles left by the suspect.
- Batman: Arkham City
 - The Riddler leaves several puzzles around the city for Batman to solve
 - Similar to the Riddler, the suspect will be leaving puzzles around different locations for Henry to solve
 - Batman may need to use his items to solve the different puzzles
 - Homicide Hunch may require some puzzles to be solved by interacting with the environment with Henry's items
 - Rewarded with trophies
 - Henry will not usually obtain a physical reward, rather he will obtain vital information for the case

The Story of Middleton

Nothing of interest ever seems to happen in the small town of Middleton, WA... until today. Henry, a homicide detective, has just been put on this first major case of his career. Henry is no ordinary detective, however, for he has a distinctive physical feature; he has a prominent hunchback. With this feature, he has the ability to notice more clues closer to the ground that normal detectives are not able to pick up on. In this game, you solve several puzzles to gather clues and put them together at crime scenes in order to figure out the person behind the biggest crime Middleton has ever seen.

Middleton, WA is the typical town where everyone knows one another. There is the small butcher on the corner, the family-owned ice cream parlor, and the diner where the waitresses know you by name and what you always order. No one can pinpoint the exact year the town was founded; it just seemed to form on its own. Everyone has lived there for generations and there are no well-kept secrets.

The local butcher shop, of Meat and Men, has been around as long as town has been standing. The shop has been passed down through generations, and is now currently owned by Butch Mesker. You can say what you want about his intelligence, but no one will talk down about his quality merchandise.

The Middleton High is old but sturdy. Everyone in the town has either attended the school or has sent their children through it. It seems that maybe even the teachers could be older than the school (or so the students say). When the local high school cheerleading team captain is found dead behind the school from several stab wounds, everyone in the town is put in shock. No one knows who to trust anymore after this tragedy and everyone is a suspect.



Characters

Henry Hunch

- Henry was born and raised in the town of Middleton, but wanted a life outside of the town where nothing happened. He had a dream as a child to become a top-tier detective, but Middleton was not the place to follow that dream, or so he thought. The Middleton Police Department is considered a joke in the community, for nothing of interest occurs. Henry's job seems to be even less essential, and he's on the verge of losing his job when the biggest case in the history of Middleton hits his desk.

Kathleen Minett

- Kathleen was Middleton High's Cheerleading Team Captain. She loved putting her all into all of her cheers and had a great deal of pride in her school. No matter who you asked, everyone knew her. Kathleen had just recently been through a rough break-up with her boyfriend, but no one knows the exact reason why. After she was found dead, people seemed to link the crime to the boyfriend, Richard.

The Suspects

The Butcher

- (5' 5", Male, 44, Muscular)
- Butch Mesker is the owner of the local butcher shop, Of Meat and Men. He has long been a town favorite for his quality cuts of meat. People have been raving about his store for generations, but recently the business has been dying down. Butch has been looking for new cuts of meat to hopefully bring back customers, and rumor has it that he finally found an exotic cut.

The Ex-Boyfriend

- (6' 2", Male, 18, Muscular)
- Richard Maxwell is the quarterback of Middleton High's football team. He and Kathleen had been in a relationship for 3 years when Kathleen unexpectedly cut it off. Richard is not one to be told no, so he appeared to be furious the next few days at school and threatened Kathleen to get back into a relationship with him.

The Jealous Friend

- (5' 3", Female, 17, Lean)
- Molly Packard was Kathleen's other half in terms of friendship. Molly was always at Kathleen's side giggling on about the latest gossip. However, Molly had her eye on becoming the Cheer Captain, and was not happy when Kathleen got it instead. Molly had cut off contact with her friend and had been seen spending a lot of time with her boyfriend, Richard.

The Teacher

- (5' 7", Female, 30, Lean)
- Abigail Cooper is the English teacher at Middleton High. She and Kathleen had not recently seen eye to eye after several disputes about the required readings and previous grades. Abigail has always appeared to be sweet, but when Kathleen challenged her teachings, she completely changed character.

Locations (Levels)

All levels can be navigated to from each different location (ex. Travel to the high school from the butcher shop)

Tutorial Level/ Home Base

- Detective's Office
 - Scene opens up on Henry doing puzzles on his Sunday paper
 - Word and Logic Puzzles
 - Introduce player to mechanics of solving puzzles
 - After completing the tutorial, player can "Review Case"
 - Displays clues collected and where they were collected
 - What it looks like:
 - Desk facing window
 - Overlooks town
 - Notebook on desk to "Review Case" when clicked

First Level

- High School
 - The Crime Scene
 - Characters on location:
 - Abigail
 - Richard
 - What it looks like:
 - Behind the school
 - Brick building
 - Gravel ground
 - First introduction to the clues left by murderer
 - Clues on location:
 - Book
 - Lighter

Second Level

- Butcher Shop
 - Character on location:
 - Butch
 - What it looks like:
 - Inside the shop
 - Meat cabinet
 - Checkout counter
 - Rear of Shop
 - Freezer
 - Hanging meat
 - Clues on location:
 - Meat
 - Note

Third Level

- Minett Residence
 - Characters on location:
 - Mr. and Mrs. Minett
 - What it looks like:
 - Quaint Residence
 - Fireplace
 - Flowers from sympathetic neighbors
 - Clues on location
 - Message on flowers
 - Diary

Assets Needed

- Sprites
 - Henry, Butch, Richard, Molly, Abigail, Mr. and Mrs. Minett
 - All clues
 - Book, lighter, meat, note, message, diary
 - Notebook to “Review Case”
- Background
 - Environments
 - High School
 - Butcher’s Shop
 - Minett Residence
 - Detective Office
- Animation
 - Walking animation for Henry
 - Talking animation for all characters
- Sound
 - Mysterious/sad music
 - Footsteps on different surfaces
 - Gravel
 - Cement
 - Wood
 - Talking
 - Crying
 - Flipping through pages
 - Opening door
 - Clue Collection Sound

Extension Plans

- Sequel
 - Henry returns to life after this first major case and starts again with minor cases until he is called to assist in a case in a neighboring town. Could it be a copycat killer, or has the previous killer found a way to strike again?
- Add-Ons and DLC
 - Possible add-on of another crime scene with more puzzles left by the suspect
- Cosmetics
 - Possible re-skin of Henry as the Hunchback of Notre Dame
 - Different UI/HUD themes
 - Future theme
 - Typewriter theme
 - Blood Drip theme
- Merchandise
 - Henry Hunch statuette
 - Henry Hunch POP figurine
 - Henry's Notebook
 - "Welcome to Middleton" Posters

Mockups and Concept Art



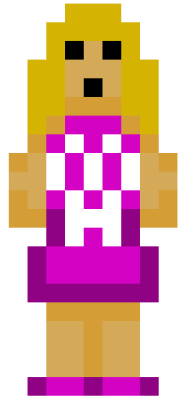
Henry, the Hunchback Detective



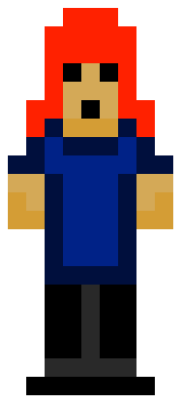
Butch Mesker, the Butcher



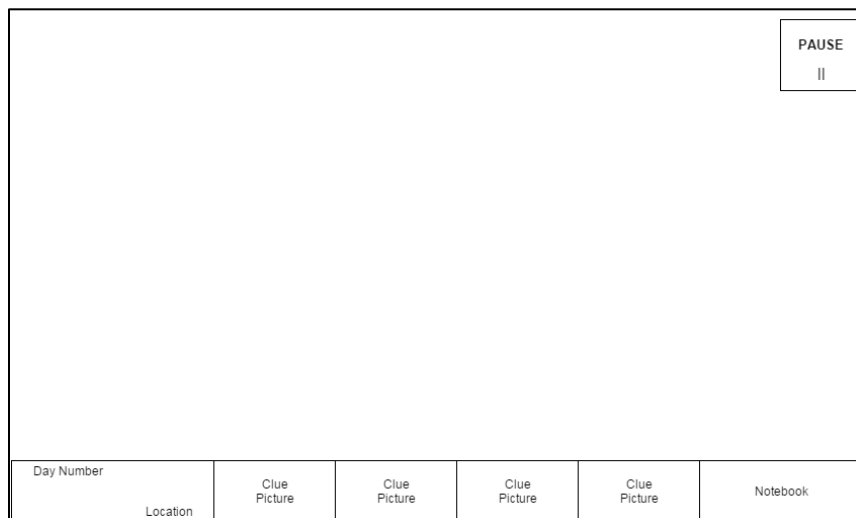
Richard Maxwell, the Ex-Boyfriend



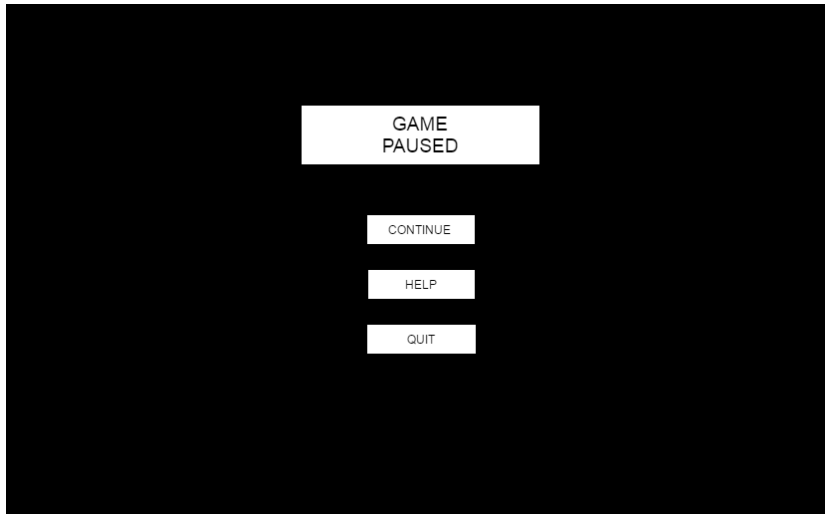
Molly Packard, the Jealous Friend



Abigail Cooper, the Teacher



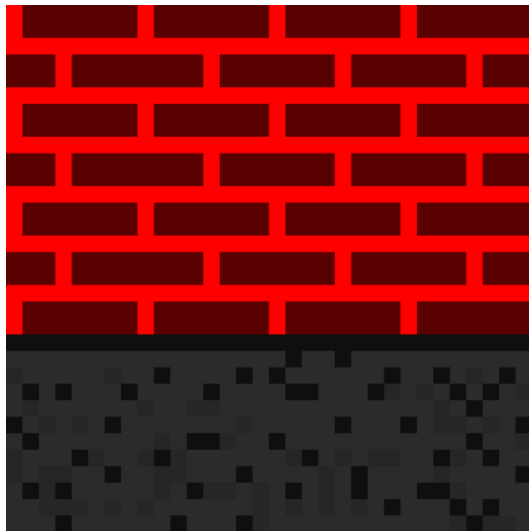
Basic HUD



Basic Pause Screen



Dead Cheerleader's Body



Behind the School (Crime Scene)



Clues