**Game Dev Report: Detective Storyline RPG game (level 1)**

**Duration: 2 months**

**Developer: Yiming Wang**

**General Vision:**

Player (as the detective) try to solve crime scenes by hearing stories, collecting evidences and making judgements. This game is meant to submerge players in crime scenes and encourage them to think carefully and connect evidences to find the criminal.

**Current Progress:**

Finished with my personal best effort, but have not yet published

**Systems Implemented:**

Enemy AI System

Character Controlling System

Evidence inspection and collection system

NPC conversation system

Inventory system

**In Game Captures Preview:**

**A picture containing green, building, man, playing

Description automatically generatedA picture containing indoor, table, sitting, computer

Description automatically generatedA picture containing table, sitting, computer, laptop

Description automatically generatedA close up of a sign

Description automatically generated**

**Controls:**

Fully mouse-controled game, could be transplanted to mobile platforms.

**Features left to implement:**

More vivid animations, cinematic cutscenes, audios and sound effects

**Tools Used:**

Unity 3D Game Engine

**Outside Sources used:**

From Unity Asset Store:

Polygon SciFi City Pack by Synty Studio

Everyday motion pack by Gizmozman

Villager animations pack by Kevin Iglesias