Game Outline

1. Game Start
   1. Main Character
      1. Movement
      2. Interacting with guests
   2. Guests (2)
      1. Movement
         1. Likely some variant of A\* as they will need to move around obstacles (read: furniture)
      2. Interacting with other guests
   3. Basic GUI
      1. Title Screen
      2. Instructions
      3. Journal
         1. Opened
         2. Make text appear after speaking to one guest, but not the other
         3. If all else is complete begin work on information and dialogue “trees”
   4. Commission character concepts
      1. Begin basic modeling
   5. Begin apartment design
2. Game Prototype (2/13/2016)
   1. Game Timeline
      1. Party at Mike’s apartment
         1. Player hangs and can interact with guests
      2. Murder occurs
      3. Police are summoned and police report is made
         1. Give journal entries for each guest based on this
      4. Investigate
         1. Journal will provide hints on important investigations
         2. Player can talk to anyone else as well
      5. At the end of each “chapter” player & guests make accusations for who and why
   2. Journal
      1. Provide information on who the player is in the journal
      2. Following hints to interact with guests will get other information in your journal
      3. Sometimes guests must reveal information to the whole group
         1. This also gets put into the journal
      4. Provide info-dump after each “chapter”
   3. Guests
      1. Finalize movement
      2. Finalize interactions between multiple guests
         1. Create important interactions
            1. See Party Box
      3. Create dialogue responses based on what they know due to info-dumps
   4. Finalize apartment design
3. Game Done (3/12/2016)
   1. Apply polish where needed
4. Game Due (5/11/2016)