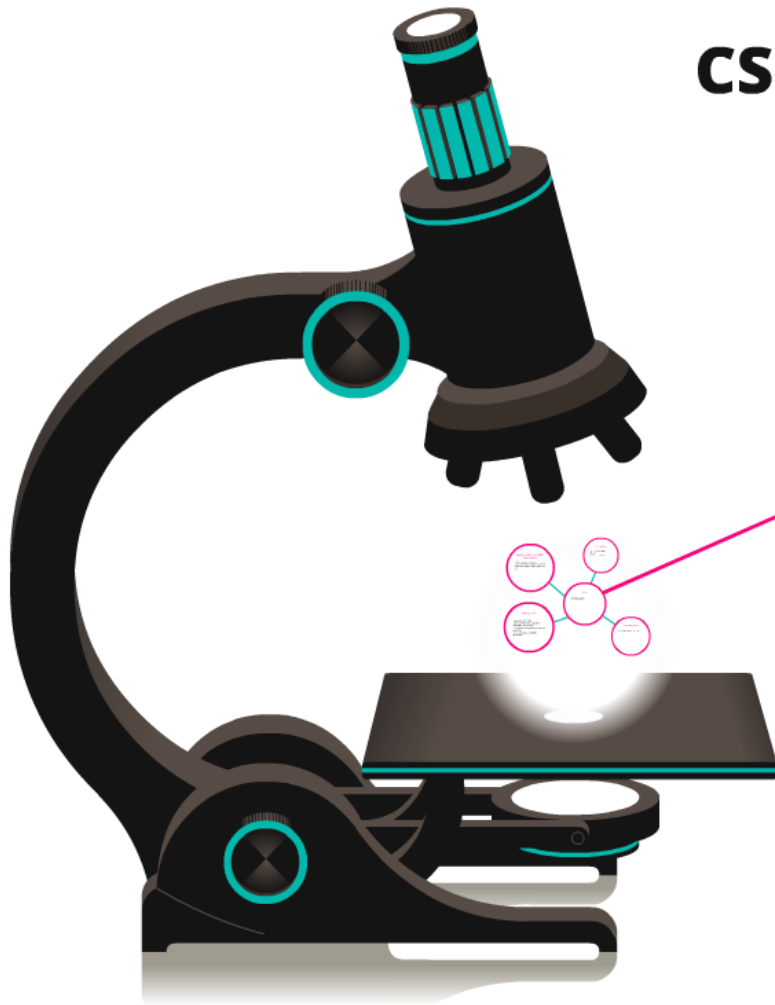


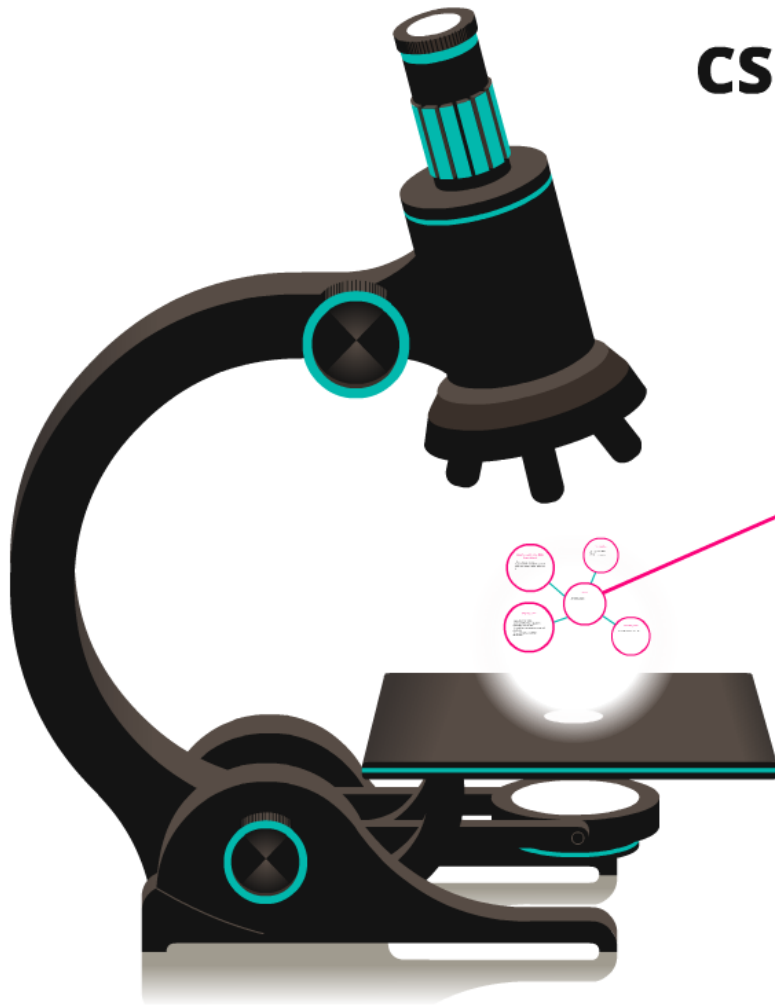
CSI Toronto Capstone



Introduction

Team Members: Kyle Bannister, Alexei Haustov, and Martin Pion

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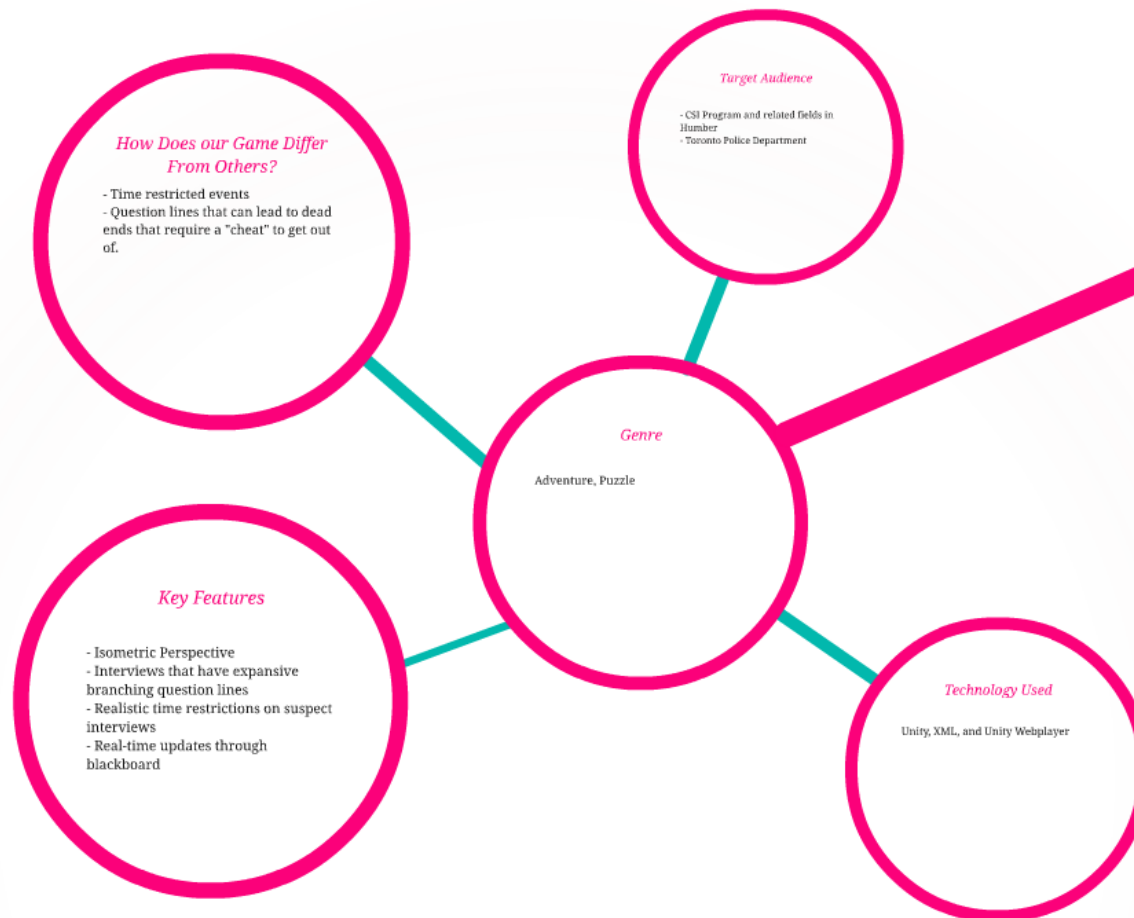


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Genre

Adventure, Puzzle

Key Features

- Isometric Perspective
- Interviews that have expansive branching question lines
- Realistic time restrictions on suspect interviews
- Real-time updates through blackboard

How Does our Game Differ From Others?

- Time restricted events
- Question lines that can lead to dead ends that require a "cheat" to get out of.

Target Audience

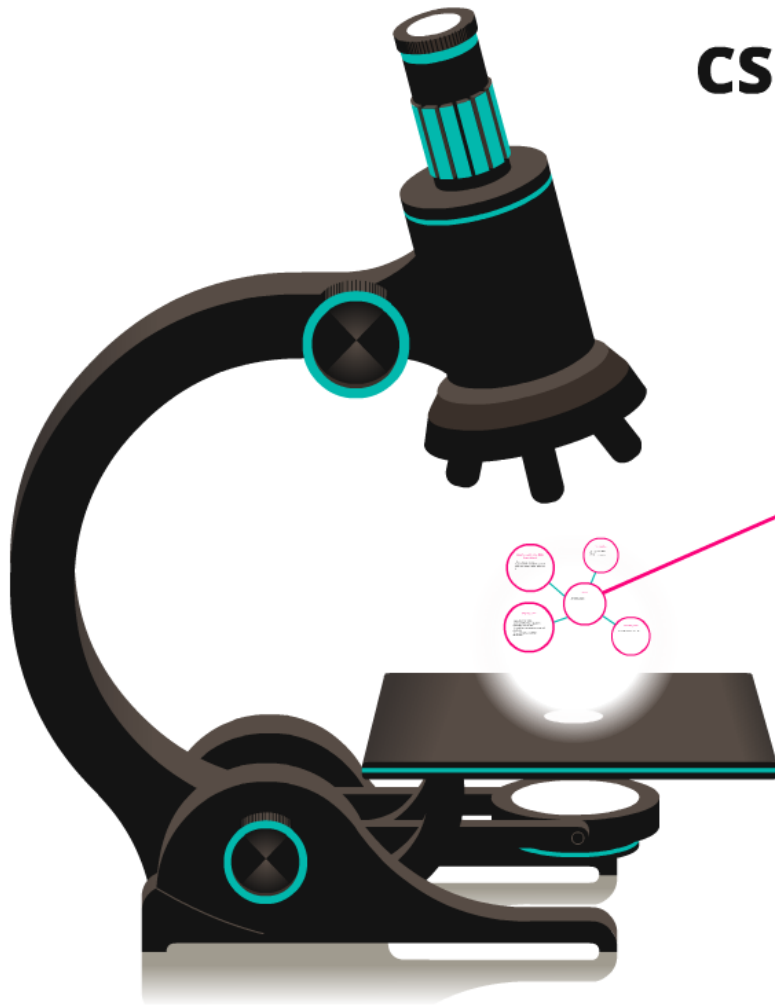
- CSI Program and related fields in Humber
- Toronto Police Department



Technology Used

Unity, XML, and Unity Webplayer

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