Game Overview

Working Title: Solved
Platform: PC/Mobile
Visual Style: Noir, Simplistic
2D / 2.5D / 3D: 2.5D
Genre(s): RPG, Puzzle, Sandbox

Primary Mechanics

The player can interact with and use various tools on objects and can record their findings in their notebook.
They can talk to people in the area who may or may not have relevant information to give.
The player moves to each scene through various entrances and exits, they are also able to view a map of the area and travel between different places that may have some more useful information to gather.

Concept Statement

A game in which the player takes the role of a detective based in early 20th century London. The player is given a brief on a case to investigate, they will then be placed on the scene of the crime and will have the ability to explore the wider area in order to gain the necessary information to solve the case and discover what exactly had occurred. Once the player feels enough evidence is gathered they will have to select from a range of suspects whom each have a basic profile and a picture (although in black and white) for the player to make their decision off of. They must also be able to answer certain questions on the case in order to solve it correctly.

Selling Points

Player Freedom:
The player is free to explore a large area full of many unique objects that can be interacted with and analysed with a selection of tools the player possesses. It is up to the player to decide whether any details they discover is useful or relevant.
There will also be people within the area to talk to and gather information from.

Intriguing Mysteries to Solve:
There will be many interesting and diverse cases the player may be given, they will also vary in difficulty.

ICE-2703: Game Treatment Concept
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The Game World

About the World

The game is set in various 1930s London areas and includes many different scenes that can be explored. To stay true to the noir theme, the game will only take place on a rainy night. The areas may include recognisable landmarks that can be investigated also.
The player can travel to their police station in order to conclude a case or start a new one.
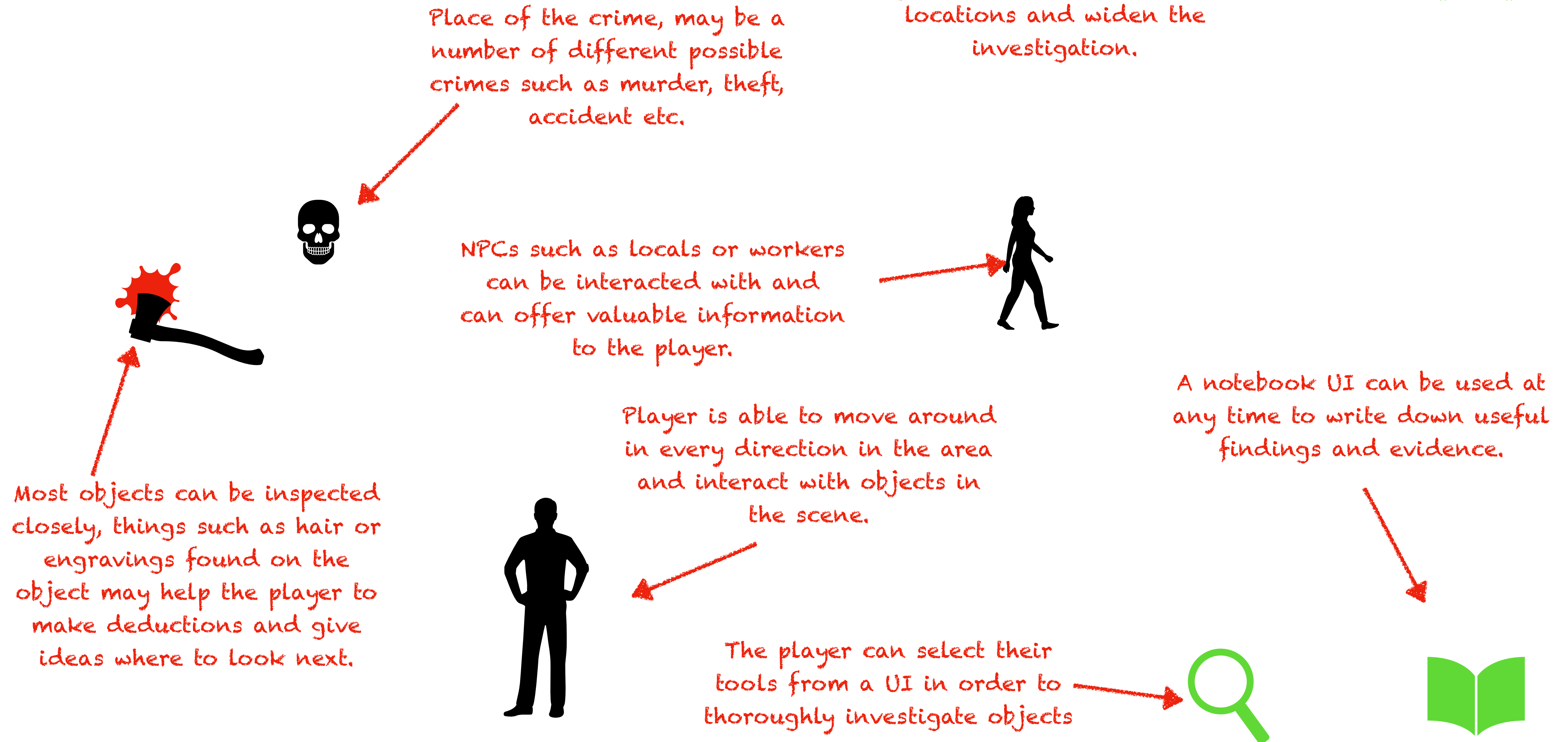
Recent History

Crime in London has risen dramatically especially in gang criminal activity brought about by the Wall Street Crash and the rising tensions with Germany and Italy. Scotland Yard have instructed Robert Humphries, an expert detective, to carry out investigations for a number of crimes in the city.

Areas within the Game

There will be numerous areas that will be included in the game that offer many different crime scenes for the player to investigate. Each area may have had an influence on the nature of the crime and may give the player opportunities to deduce where to look for clues.

Game Scenario Concept

The map UI can be selected at any time to travel to different locations and widen the investigation.

Place of the crime, may be a number of different possible crimes such as murder, theft, accident etc.

NPCs such as locals or workers can be interacted with and can offer valuable information to the player.

A notebook UI can be used at any time to write down useful findings and evidence.

Player is able to move around in every direction in the area and interact with objects in the scene.

Most objects can be inspected closely, things such as hair or engravings found on the object may help the player to make deductions and give ideas where to look next.

The player can select their tools from a UI in order to thoroughly investigate objects

Game Structure

Initial Scenario

A basic case is given to the player in order to introduce them to the setting and the various mechanics within the game.

Cases Grow in Difficulty

Each new case may involve more obscure clues and/or more evidence needed to complete it. A narrative will begin to unveil for the player as they may find that one or more cases are related, or that for example, the same object may be seen in multiple cases, alluding to some greater plot at work.

Case Completion

In order to complete a case, the player must have sufficient evidence to answer specific questions about the case, and also choose the correct suspect(s) from a selection of images containing profiles of each of them. The player may use their notebook at this time to help recall key evidence. The player must answer 80-95% of the questions correctly and choose the right suspect in order for the case to be closed.

Completing the Game

In order to complete the game, the player may need to repeat cases in order to get 100% on the questions. Many easter eggs and collectibles may also be found in each case.

Game Cultures

Main Character

The player is given the role of Robert Humphries, a Detective in the Metropolitan Police. Little is known about him to begin with but throughout the game, small details may be revealed to the player that shows more of his attitude, personality and background.

Gangs

There will be multiple gangs that may or may not be involved in some cases, each gang has unique backstories and characteristics. Suspects and potentially locals/workers may be involved in a gang and this might help the player with their deductions.

NPCs

Chief Constable:
The Chief Constable is an NPC that assigns each case to the player and gives a brief on what happened. The player reports each case to the Chief Constable when the player feels enough evidence is gathered, he will also be the one who asks the questions to the player.
Locals/Workers:
A number of NPCs are present at each scene that can be interacted with by the player, each are unique characters that may offer valuable insight and/or even develop the narrative.
Suspects:
A list of apprehended suspects will be presented to the player upon a case completion attempt. Each suspect has a unique profile that includes their physical features, habits, gang affiliation (if any) and other traits. The player must use this information as well as their own evidence to select the responsible suspect(s).