

# Game Treatment Assignment 3: Gameplay & Mechanics

**Level Goal: Solve the case of a murder in a pub and identify the perpetrator.**

Challenge 1: The player will be given a case brief document by the Chief Constable; they then can travel to the pub using their map. When at the crime scene the player must search the area for items of interest that may help solve the crime.

## Mechanics

- *Walk*
- *Interact*
- *Speak*
- *View Log*
- *Select Suspect*

## Obstacles

- *Locked Doors*
- *NPCs*

## Toys

- *Notebook*
- *Magnifying Glass*
- *Lockpick*
- *Torch*
- *Travel*

Challenge 2: Player must select the correct suspect out of several apprehended individuals using the information they have collected in their Notebook.

## Mechanics

- *View Notebook*
- *Select Suspect*

## Obstacles

- *Suspects*

Challenge 3: Player must answer various questions about the crime, and to reconstruct what happened.

## Mechanics

- *Select Answers*
- *Select Scenario*

## Obstacles

- *Scenario*

# Dictionary

## Mechanics

- **Walk** – Using the WASD keys the player can move around the crime scene.
- **Observe** – By pressing F the player can have a First-Person, higher detail view of the space they are in, in which they can look around and **Interact** with objects.
- **Interact** – By pressing E the player can pick up items to examine closely, open doors, turn on lights, start speaking to NPCs etc.

- **Speak** – The player can choose to speak with NPCs by using the **Interact** when near them and then can enquire about details for the case that they might know. The player can do this by selecting from several questions and phrases to say to the NPC.
- **View Notebook** – Player can bring up their Notebook by pressing 1 to view details they collected on the crime scene.
- **Select Suspect** – Player can use their mouse to select the suspect that they think committed the crime.
- **Select Answers** – Player can use their mouse to select different answers to questions about the crime.
- **Select Scenario** – Player can use their mouse to select from several different events that will ultimately result in the crime scenario which the player will create

## Obstacles

- **Locked Doors** – Player will have to pick locks to access certain areas.
- **NPCs** – Player has to communicate to an NPC in the right way in order to get the most valid information from them, the player must also ask appropriate questions and be able to tell when an NPC is lying or hiding information.
- **Suspects** – Player must compare the information that they gathered on the crime scene to the information on each suspect in order to work out the perpetrator and move on.

## Toys

- **Notebook** – Player can access their Notebook by pressing 1 to write down details they discover on the crime scene.
- **Magnifying Glass** – Player can access their Magnifying Glass by pressing 2 to view small details on objects they pick up, the Magnifying Glass also identifies those small details to some extent – e.g. will display the text “brown hair” to the player if that type of hair is found on an object under the Magnifying Glass.
- **Lockpick** – Player can access their lockpicking tools by pressing 3 and then the **Interact** button on a locked door, they will see a close-up of the lock and will have to try and pick it successfully.
- **Torch** – Player can access their torch by pressing 4 to brighten dark areas.
- **Travel** – Player can access their map by entering the pause menu and selecting the map icon with their mouse, or by pressing the Enter key to travel to other locations in the city to uncover more evidence that may be useful to the case.