

My game is a text-based mystery adventure called *C.A.T. Investigations*, centered around a detective team—Claire, Tom, and Apser—who solve supernatural and human-related cases in the city of Nebcity. The game follows their biggest case yet: tracking down a cryptic serial killer known only through clues like Joker cards left at crime scenes (what I got so far I might change it and work on it a bit more). So far, I've written the introduction scene, the first case setup, and my next step is to make a basic decision-making algorithm that allows the player to choose how the team responds to a lead. Also, I plan to expand the branching narrative with more choices that impact the story, and to add a confrontation system if you find the killer and that is what I got so far.