

Scene Name	Characters Introduced	Mood	Brief Description of Events	Player Goal	Design Goal	Emotional Beat	Objects Encountered	Assets Needed	Audio	Visual Effect Notes
The Death Card	Dodona, [NAME PENDING VICTIM]	Mysterious, magical, a little frightening	Dodona is reading out the tarot cards for a guest at her speakeasy, The Oracle's Lounge, when she pulls the Death Card. She looks up to see the guest is dead.	Understand the current scenario, the world they are in, and the situation at hand.	To give players an entrance into the game's world and story	Calm jazz vibes at first, but unsettling once the death is revealed.	Brief introduction to the tarot cards.	Art/Animatic for introduction.	Speakeasy blues vibes that slow down and get quieter with the death reveal.	Art/Animatic is in black and white, save for Dodona's forehead gem, which is a red eye.
30 Minutes Earlier...	Amber, [NAME PENDING CLUMSY WAITER]	Calm before the storm, some intrigue.	Dodona is chilling backstage prepping herself before a show. Amber walks in and explains that Dodona has powers the Detective agency needs for a series of investigations. Dodona passes the opportunity, and goes to read the Tarot cards for the unnamed victim. A clumsy waiter, unnamed, makes his entrance.	Backstory and exposition. Exploring around Dodona's backstage to get a feel for the point and click aspect.	Gives players some wiggle room to observe the scenery and interact with the environment	Explains how we got here, sets up Amber and Dodona's partnership.	Dodona's backstage room.	Background art, object writing and art.	Out of earshot speakeasy music.	Important objects will be characterized by simple color palettes. For example, a bottle of perfume would be colored entirely pink. With flavor text reading "an alluring aroma... (words)"
Chapter 1: Title Card	Bartender, Rich Lady Patron, Extremely Drunk Patron, Saxophone Player	Confusion, the investigation begins,	Dodona finds Amber, and asks for her help to figure out what happened. Amber takes control, barring anyone from leaving. Luckily, business is slow and the suspects are small in number.	Meet the suspects, gather intel.	Allow players to explore the environment, and get to know the characters.	Investigative	The rest of the nightclub, different rooms, and objects that are in those rooms.	Background art, object writing and art.	Speakeasy blues mystery vibes, different for each room.	Have Clear arrows or menus that show where different parts of the nightclub are for easy investigation, similar to Ace Attorney exploration.
Read the cards		Mystical,	Dodona reads some tarot cards about the event, gives players clues on what happened.	Get some initial clues about who did it and why.	Show off the tarot card mechanic that will be used at the start of every chapter.	Investigative	Tarot cards, unsure what they will be.	Tarot card designs.	Transcendental vibes, 1920s still, but ethereal.	Have the cards be in black and white
Dodona's Interview		Expositional, shows off some of Dodona's character and what her role is	Amber begins by asking Dodona some questions about who the man is. Dodona explains he was looking for clarity regarding his business and what his future holds in general. Meant to give clues that his killer is someone he may have known or someone who knew him.	Get a clearer understanding of who the victim is, and why someone may have wanted him dead.	Same as player goal (?)	Investigative	Amber's Notebook - Helps keep notes about events and who said what.	Notebook menu and UI	Investigative Jazz	Notebook should look old and a little worn, portraits should look sketched in like a police sketch.
Investigate the crime scene		More investigative, the beginning and information gathering.	Dodona and Amber look at the crime scene as is. The victim has no marks or signs of being harmed physically. He's slouched over, and his drink is completely empty.	Get more clues, notice some objects the victim has, including an empty drink, a weird symbol somewhere on his belongings,	Give players more clues.	Investigative	Empty glass, weird symbol wallet,	Assets for objects, dead body, crime scene.	Investigative Jazz	Important objects still have singular color scheme. Weird symbol is in yellow, glass is blue.
Bartender	The Bartender	Calm, collected, sexy.	Investigation begins with the bartender. He explains the drink the man ordered, how he saw him talking to the rich lady patron with them getting into a fairly heated argument, before the man left.	Understand timeline of events and who to talk to next. Taking note, victim talked to rich lady, but also ordered a drink that doesn't match the glass typically used.	Evidence is gathered.	Investigative, bartender is very alluring.	Glasses, Alcohol bottles, Ice Box	Object assets/Character Assets	Investigative Jazz	
Rich Lady Patron	Rich Lady Patron	Quiet, sassy, a little rude	We move on to the Rich Lady, who explains her side of the story. She reveals she talked to the victim, and they had a huge argument before the victim stormed off to join the extremely drunk man.	An empty glass on the table. It was the victim's before he moved to the other table and ordered a drink there. Weird symbol on lady's purse.	Gather more evidence for the journal.	Even more twists and turns!	Empty glass that belonged to the victim. Weird symbol, again.	Object/Character assets	Fancy music for rich lady.	
Drunk man is asleep...better ask the Saxophone player to wake him up.	Very Drunk Man, Saxophone Player	Gallows humor.	Dodona and Amber try talking to the drunk man, but he's asleep. Nothing can wake him up...so they go to the saxophone player to ask him his side of the story and to play a tune for the man...but not without doing something for him.	The man's glass being the glass the victim ordered is on the drunk man's table, get info from saxophone player, and figure out how to make saxophone player happy.	Show players that they may need to complete tasks and get items for suspects to give them information.	Funny, sort of.	Original glass	Object/Character assets	Lighthearted jazz for drunk man's theme.	

Make a drink!		Funny, character interactions.	Dodona and Amber decide to make a drink for the saxophone player. Ice tray is empty. Bartender mentions waiter refilled the tray. Dodona uses her water and ice powers to make some new ice. Amber shares she has a drinking problem.	View the blossoming relationship between Dodona and Amber, together, as they make a drink.	Players take note of empty ice,	Sweet, budding romance	Empty ice tray waiter handled...	Object/Character assets	Gentle, romantic music.	
Give the drink, play the notes!		Funny, last piece of info revealed	After making the drink, the saxophone player plays a tune that awakes the drunk man. Drunk man explains the victim was his business partner, they swapped drinks after they ordered from the waiter. Drunk man's glass is empty. Conversation lasted a long time.	Pin some fingers on waiter/bartender, wonder who the drink was really meant for	Players take note waiter delivered drinks	Getting closer...	Empty glass	Object/Character assets	Investigative jazz ramps up.	
The Waiter		Tense	Waiter says he delivered the drinks, and was hanging around the bar area. He says the bartender made the drinks. Earlier, Dodona noted the waiter did ask for a new tray of ice using Dodona's powers after he dropped the tray.	Go back to bartender to see what's up, did he do it?	Player is meant to go back to bartender to ask him how he made the drinks.	Getting even closer...		Object/Character assets	Investigative jazz ramps up.	
Bartender Again		Super Tense	Bartender says he didn't make the drinks at all, and the waiter insisted on making them. Bartender then got distracted by the rich lady and didn't see waiter make the drinks.	Bartender didn't make the drinks! Now it's the waiter...	Player realizes and questions the waiter	Closer...		Object/Character assets	Investigative jazz ramps up.	
Waiter...trying to sneak out.		Extremely tense	They ask the waiter what happened with all the information they knew. No poison in the alcohol, what's up with the ice? How did he make the drinks? Why is waiter trying to leave? Waiter breaks down, explains the poisoned drink was supposed to be for drunk man, but they must have switched!	Use informatyion gathered to arrest the waiter.	THE CLIMAX!!!!	NOW		Object/Character assets	BREAKDOWN MUSIC!!!	
The end..?		Case closed... for now.	Wiater tries to run away, but Dodona uses her water powers to halt him. Dodona and Amber realize they make a good team, and since the speakeasy needs to be shut down for a while, Dodona needs to make money somehow.	Understand this is only the beginning, and there's a whole underbelly of crime and naerdowells afoot.	End of tutorial and beginning, things only get messier from here...	Falling Action... setup for next chapters.		Object/Character assets, ending picture.	Ending jazz, "this is only the beginning..." vibes.	