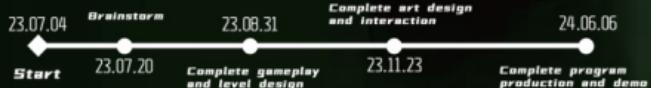


# PROJECT 1 GAME DESIGN



## Schedule



## 1 Introduction

This project explores themes of friendship, youth, and self-discovery through a narrative-driven role-playing game. Inspired by *The Book Walker*, *Twelve Minutes*, and *Disco Elysium*, it blends emotional storytelling with gameplay that challenges players' perceptions of reality and memory. The story follows a police officer with memory loss investigating the murder of his close friend, a novelist. Players enter two books containing clues, navigating their fictional worlds to uncover the truth. The game alternates between the real world and these book worlds, reflecting the protagonist's struggle with memory, identity, and guilt.

Through this experience, I aim to create a meaningful, choice-driven narrative that encourages players to reflect on their own friendships and the fleeting nature of youth.

## 2 Story Background

In a world where friendship and justice are deeply intertwined, the player assumes the role of a former police officer haunted by memory loss and the tragic, mysterious death of a close friend—a novelist. Determined to solve the truth, the protagonist navigates two realms: the Real World and the Book World. In the Real World, players pursue justice, uncovering hidden motives and facing moral dilemmas. In the Book World—drawn from the friend's novels—time blurs, and memories resurface, allowing players to relive key moments of friendship and piece together the mystery. This dual-world journey challenges players to balance loyalty with the pursuit of justice, ultimately exploring the enduring power of friendship and the sacrifices tied to seeking the truth.

## 3 Inspiration

This game draws inspiration from a deep personal reflection on the transient nature of friendship and the passage of time. By navigating memories and unraveling a mystery, the game invites players to experience the beauty, regret, and enduring bonds that define our most meaningful relationships. It seeks to not only tell a story but also offer a journey where players explore friendship's emotional complexities and the sacrifices tied to truth and loyalty. Through dual-world gameplay, players will uncover hidden memories and face choices that blur the lines between past and present, drawing them into an immersive experience where the power of friendship and the pursuit of justice intertwine. This project represents a commitment to creating a meaningful, resonant experience, encouraging players to reflect on connections that shape their lives long after the game ends.

## 4 Reference

This game draws inspiration from *The Book Walker*, *Twelve Minutes*, and *Disco Elysium*, each of which combines rich storytelling with interactive mechanics to create immersive experiences. *Twelve Minutes* influenced the game's dual-world structure, using parallel timelines to reveal new perspectives and deepen the mystery. *Disco Elysium* inspired the multi-layered dialogue system, encouraging players to interact with memories and choices in ways that reveal complex emotions and motivations. By drawing on the narrative depth and unique mechanics of these titles, this game aims to create a layered experience where exploration and interaction gradually unveil the story's emotional core. These references have helped shape a narrative and gameplay style that seeks to engage players in a reflective journey on friendship, truth, and loyalty.

# PROJECT 1 FIND

## 5 Game Dynamics

The game dynamics focus on the player's journey between two interconnected realms: the Real World and the Book World. In the Real World, players gather clues, investigate environments, and uncover hidden motives that bring them closer to solving their friend's mysterious death. This realm emphasizes logical reasoning and decision-making, grounding players in the search for truth.

In the Book World, however, the experience shifts towards emotional exploration. Here, players relive key memories, make choices that reflect personal struggles, and face time-based puzzles and branching dialogues that reveal deeper layers of the story. Choices made in this world impact the Real World, creating a continuous interplay between past and present.

As players switch between worlds, they not only solve the mystery but also experience the blurred boundaries between justice and personal attachment. These dynamic interactions invite players to reflect on the enduring impact of friendship and the sacrifices that come with seeking the truth.

## 6 Core Experience

### 1. Exploration and Puzzle Solving:

Through the switching of the dual world and the collection of clues, players gradually piece together the truth of the case and feel the satisfaction of discovery.

### 2. Judgment Mechanism:

The key choices and reasoning in the game are centered on the judgment mechanism. Players need to make judgments based on the collected clues, and these judgments directly affect the direction of the plot and the fate of the characters. The judgment mechanism runs through the real world and the book world, which increases the strategic and interactive nature of the gameplay.

### 3. Emotion and Choice:

The player's choice and judgment not only promotes the development of the plot, but also reveals the complex emotional relationship between the characters, bringing a multi-ending experience.

### 4. Narrative-Driven:

The puzzle design and narrative are integrated, and players deeply feel the opposition and balance between friendship and justice while solving challenges.



## 7 Game Mechanism

### Control



Move Left and Right



Jump



Pick up items, talk to characters and interact with interactive messages

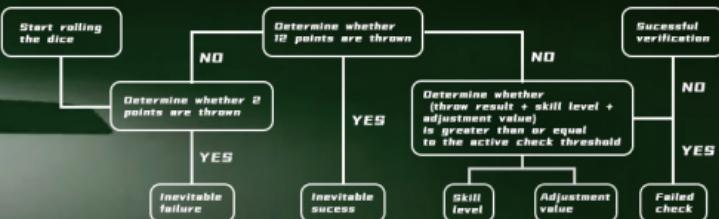
### Core Gameplay

A detective role-playing game (CRPG) that advances the plot by rolling dice (Roll points).

#### Active check mechanism

The core gameplay of this game is to advance the plot by rolling dice. The failure or success of the roll has a corresponding plot. Active check appears at every turning point in the plot of this game, which is one of the addictive points that players can't help but challenge repeatedly.

The figure below is a simple flow chart of the Roll point. You can see the three factors that affect the result of active check: skill level, adjustment value and the result of dice roll.



#### Dice result probability table

Outcome	Rolling dice	000S	Percentage	Requirement points	Success Rate
2	11	1	2.78%	2+	100%
3	12, 21	2	5.56%	3+	97%
4	13, 22, 31	3	8.33%	4+	92%
5	14, 23, 32, 41	4	11.11%	5+	83%
6	15, 24, 33, 43, 51	5	13.89%	6+	72%
7	16, 25, 34, 42, 52, 61	6	16.67%	7+	58%
8	26, 35, 44, 53, 62	5	13.09%	8+	42%
9	36, 45, 54, 63	4	11.11%	9+	28%
10	46, 55, 64	3	8.33%	10+	17%
11	56, 65	2	5.56%	11+	8%
12	66	1	2.78%	12+	3%

# PROJECT 1 FIND

## B Level Design

Chapter 1 Coffee Shop



1. Talk to the four people at the table separately;
2. Talk to the boss;
3. Go up to the second floor and enter the lounge;
4. Find the corresponding cabinet and open it.

Chapter 2 Victim's Room



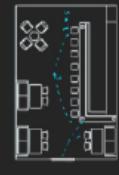
1. Enter the victim's room;
2. Look for blood in the bathroom;
3. Find the group photo in the desk drawer;
4. Find the diary on the bookshelf;

Chapter 3 Office



1. Talk to the teachers;
2. Set the clock on the wall outside the house to night;
3. Pick the lock to enter the office;
4. Find the computer password, open the computer and find the video;

Chapter 4 Bar



1. Ask the bar tender who you are looking for;
2. Find the suspect;
3. Gain the suspect's trust;
4. Get the suspect drunk;
5. Take the suspect's room key;

Chapter 5 Suspect's Room



1. Enter the suspect's home;
2. Find the safe key in the room;
3. Open the safe to get the diary;

## C Game Code



Event Detection



Task



Dialogue



Roll the dice



Event Detection

# PROJECT 1 FIND 10 Game Demo

