Henrique Lima

Sean Wiza

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Salem Witch Trials Pitch

It’s essentially a puzzle simulation where the player must examine evidence to determine if the NPCs are guilty or innocent of being a witch. There isn’t much of a story. The game will allow the player to sit back and examine several pieces of randomly generated evidence and their judgment will be either right or wrong. The characters will be the judge (the player), the jury (NPCs), the audience (NPCs), and the accused (NPC). Each accused character will be a new “level”. The gameplay will take place in a wooden building that will look like a cross between an old church and an old courthouse.

When the game starts, the first accused will stand in front of the player (the judge) and the judge can choose to examine the evidence or issue a sentence without examining any evidence at all. When examining the evidence, each piece will have a description of how it pertains to the accused. It may be evidence that could resemble that of a witch or be related to the totally innocent accused in a way that would not be suspicious under any other circumstances. The game may tell the player whether they were right or wrong after each sentencing, or it will wait and tell the player their score after every 5-10 accused. The reason for giving a score out of 5 or 10 would be to ensure that it is more difficult to pick up any patterns that may arise in the evidence that is related to a guilty accused. The art will mostly be wood textures, but there could be some cutscenes with a forest-like background for any cutscenes outside of the courtroom that may be included. The music will likely be a chill, medieval type music.

Some sounds that will need to be included are the sounds of the judges gavel after every sentence, people cheering or booing based on sentencing, and possibly some other execution related sounds. This will mostly be a point and click game. The camera will allow for some slight variance away from looking straight out from the judge’s stand. Buttons will appear to view evidence or issue a sentence upon the arrival of the accused. If the player chooses to view evidence, an array of evidence will appear on a pop-up screen, and each piece of evidence will have a pop-up screen with a description of the piece of evidence. After examining, they can close the window and sentence, or go back to looking at the evidence. The only game controls will be left clicking with the mouse.

The most challenging portion will be for us to make evidence windows since there must be enough for the evidence not to appear too regularly for different accused NPCs. Descriptions are written for each piece of evidence as well as lengthy enough to provide some hints as to whether or not it could cause the accused to be considered guilty.

Sprint 1 10/23:

Write the evidence descriptions and logic behind verdict

Sprint 2 11/1:

If sprint 1 needs more time…

Design the Models (Courtroom, jury, characters)

Sprint 3 11/10:

If sprint 2 needs more time…

Implement UI/UX, First Person Controls, and Sounds/Music

Sprint 4 12/1:

If sprint 3 needs more time…

Testing, Refining Gameplay.

Public Demo – Friday 12/8:

Get feedback from users and fun guarantee!