



Here is some text about the
clue the player just picked up.

OK



Name

Text about suspect. Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

Accuse

Name

Text about suspect. Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

Accuse

Name

Are you sure you want to accuse Name?

Absolutely**On second thought...****Accuse**

Name

Text about suspect. Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

Accuse

Name

Text about suspect. Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

Accuse



Start Game

When players are delineating play space, inactive UI elements are darker and have reduced saturation.

Start button disappears after pressing.



X

Clues

Collecting all the clues within a cluster will reveal a hint!

Cluster Name



This is a hint to help players find the suspect!

Cluster Name



Collect more clues to get a hint!

Cluster Name



This is a hint to help players find the suspect!

Cluster Name



This is a hint to help players find the suspect!



No buttons within 8 px of screen edge.

Menus: 75% opacity #FFFFFF OR #B1B2B5. Drop shadow behind open menus.

Menu title text: #000000 16pt **bold**. Body text: #000000 14pt regular. Hint text: #950000 14pt *italics*. Unresolved hint text: #414141 14pt *italics*.

Individual clues: found clues have no additional background but are filled with an image of the clue. unfound clues have a background fill of #474747 at 100% opacity. all clues are bordered by 2pt line of #000000.

Sounds: open backpack (zipper), find clue (short chime/chirp), complete cluster (mysterious sound)

Credits

| | |
|---------|--------------------|
| Alain | Unity Developer |
| Andreus | Unity & AR Lead |
| Linus | Art & Sound Design |
| Nadine | UX/UI Design |
| Patrik | Narrative Lead |
| Simon | Unity Developer |

Credit to Vecteezy.com for artistic visual assets.

Thank you GGJ, ArtsDynamics, and to all our mentors and sponsors!



Game Over!

You accused the wrong suspect!

New Game

Exit



Case Closed!

Some fun, satisfying copy
so the player feels a
sense of accomplishment.
Lots of drama :)

New Game

Exit

Credits

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|---------|--------------------|
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Have some creepy masks :)

Screens move as carousel (not automatic). Inactive masks are either lower opacity OR saturation.



Have some creepy masks, but in the corner



Have some creepy masks :)

Screens move as carousel (not automatic). Inactive masks are either lower opacity OR saturation.



Cluster Name

Collect all the clues in this cluster to get closer to finding the suspect!

Here the player has not collected all the clues in the cluster. The text is normal. A shaded box indicates a missing clue.



Clue clusters featured at the bottom left of the screen. Player tap on clusters to view collected clues and hints awarded. The hint is in italics. Cluster name is bold.

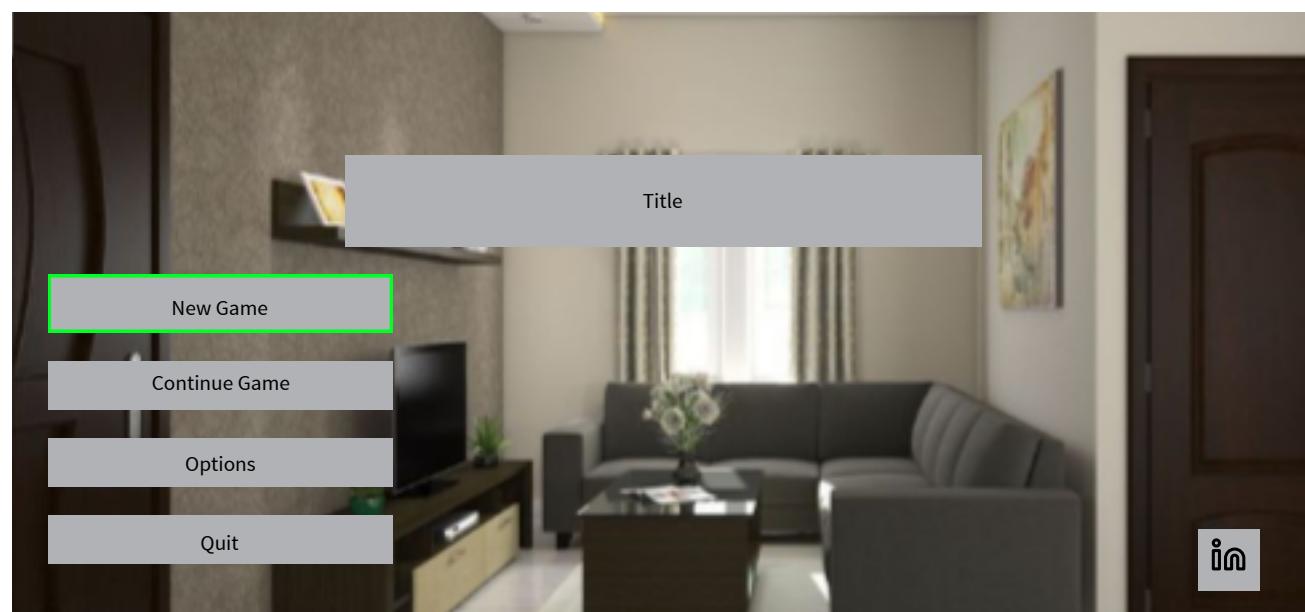
This is low fidelity for us to decide which elements should be considered and where they should be placed. These boards do not represent any stylistic choices.

Background used represents any background captured by the player's camera.

Green outline indicates player's choices and won't be in final game.

I've left a couple comments on the design. To see them, click the speech bubble icon in the top right of the screen.

Consider what sounds and microanimations are worth adding within the 48 hour window.



□(Literally the
only SoMe icon in
the set)

Player opens game and is greeted with title screen. Current design uses player's camera as the background, but this can be replaced with art if we prefer it & have time.

What buttons do we actually need?

Player taps "new game".

Title

New Game

Continue Game

Options

Quit





Name

Attribute +#

Attribute -#

Flavor text?

Choose class?

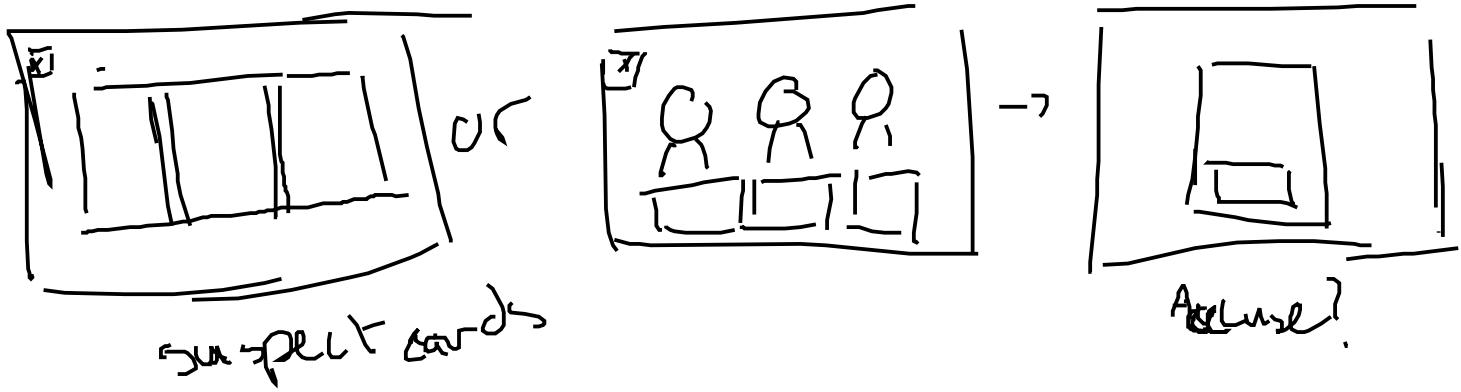
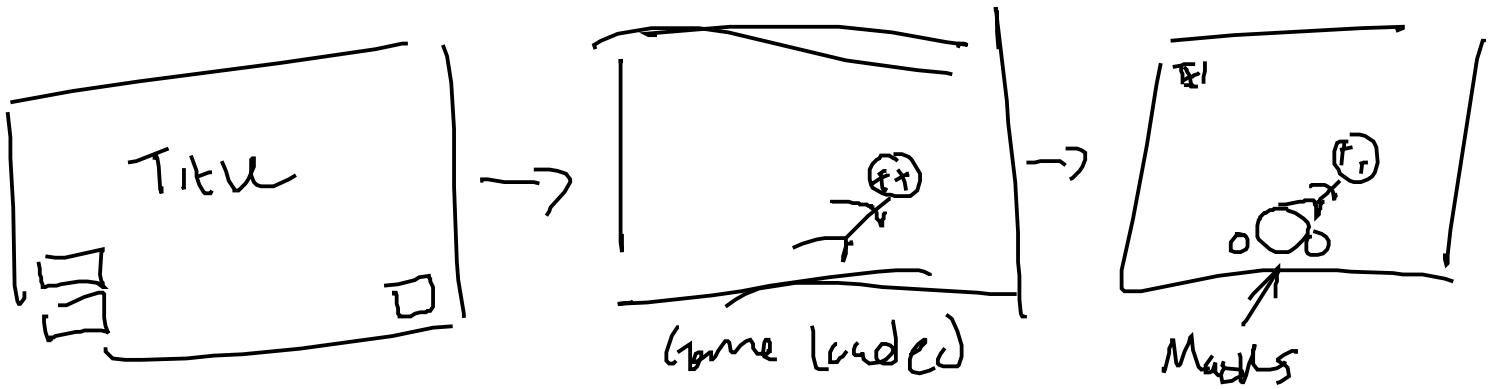
Yes

No

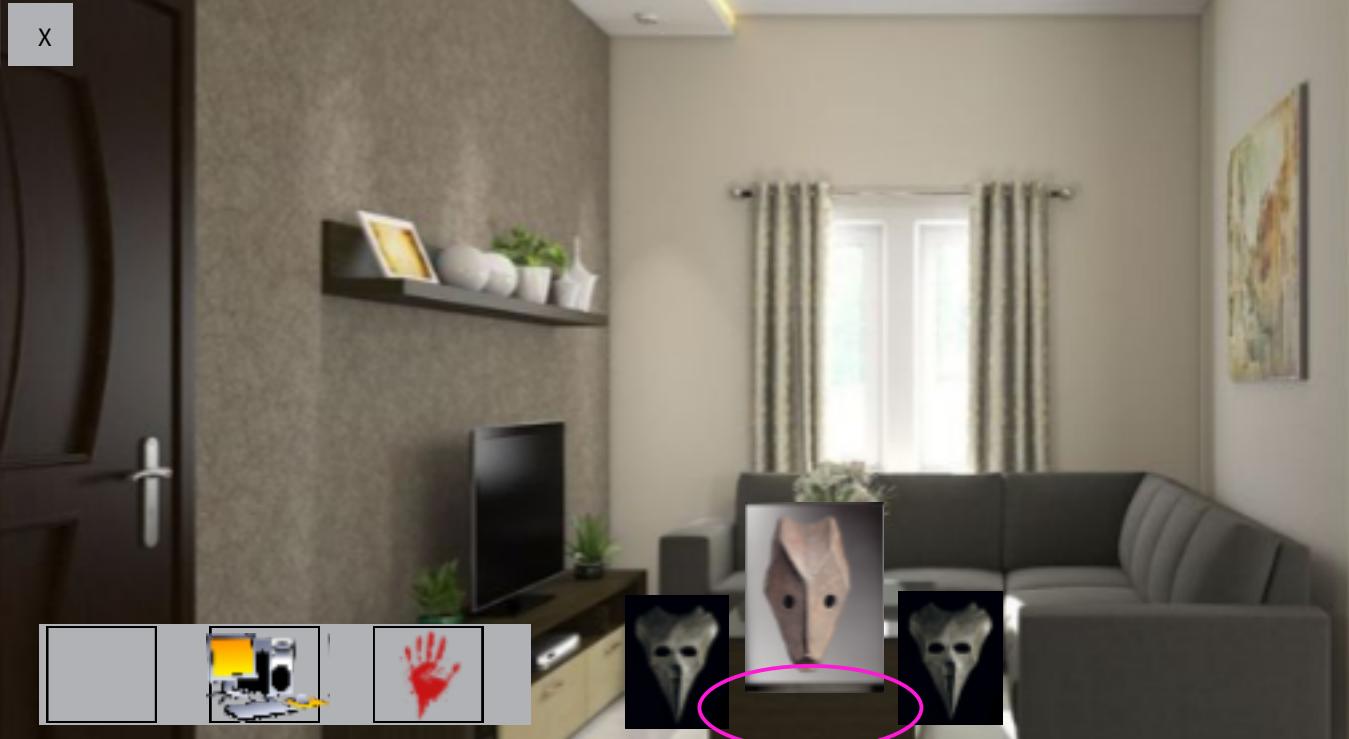
Selection grows while other options card behind it and disappear. Player confirms selection, or chooses new class.

Player chooses Yes.

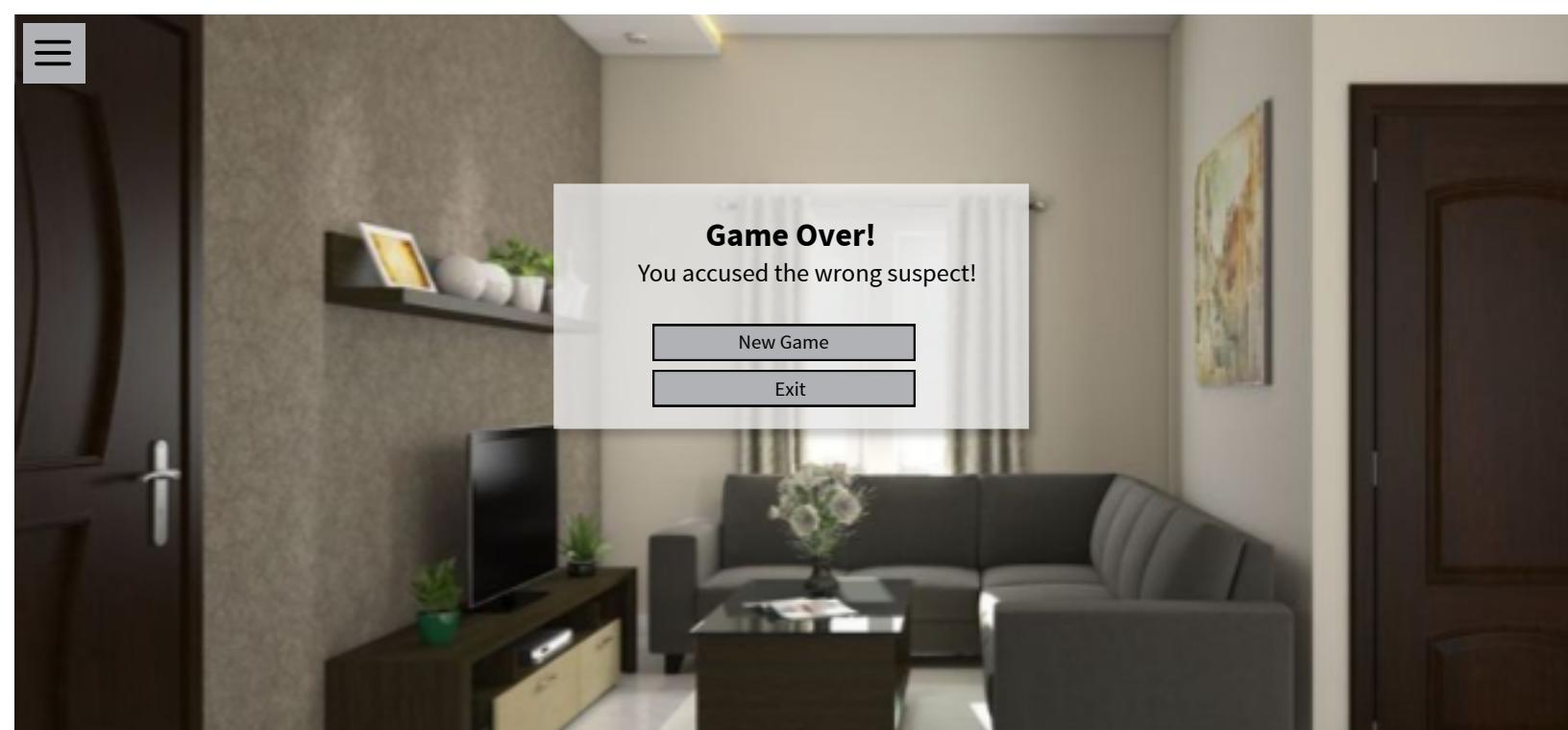
Flow



X



Clues panel. Think point and click games. Keep open at all times? Here, the player is missing a clue.

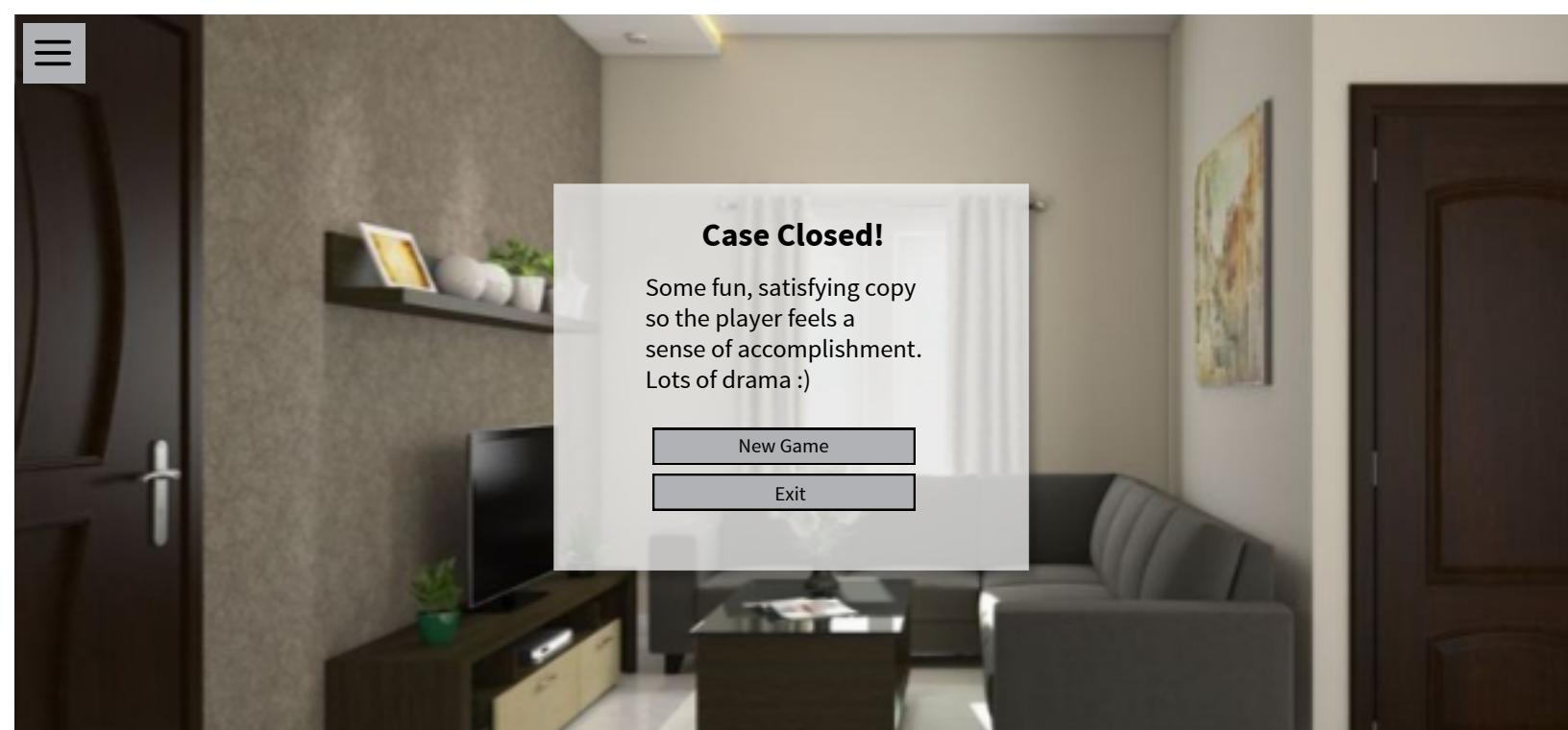


Game Over!

You accused the wrong suspect!

[New Game](#)

[Exit](#)



Case Closed!

Some fun, satisfying copy
so the player feels a
sense of accomplishment.
Lots of drama :)

[New Game](#)

[Exit](#)

X

Name

Text about suspect. Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

Accuse

Name

Placeholder text: Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

Name

Placeholder text: Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

Accuse

Are you sure you want to accuse Name?

Absolutely

On second thought...

Suspects panel.
Devs as suspects?

X

The image shows a mobile application interface for a detective game. At the top, there is a header bar with a back arrow icon. Below it is a main content area featuring three suspect profiles arranged horizontally. Each profile consists of a portrait photo at the top, followed by the word "Name" in bold, and a descriptive paragraph below it. At the bottom of each profile is a white button with the word "Accuse" in black text. The background of the app shows a blurred interior scene of a living room.

Name
Text about suspect. Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

Accuse

Name
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

Accuse

Name
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

Accuse



Suspects panel.
Devs as suspects?



Player has all clues.

X

Menu

Credits

Exit Game



Exit Game and Credits

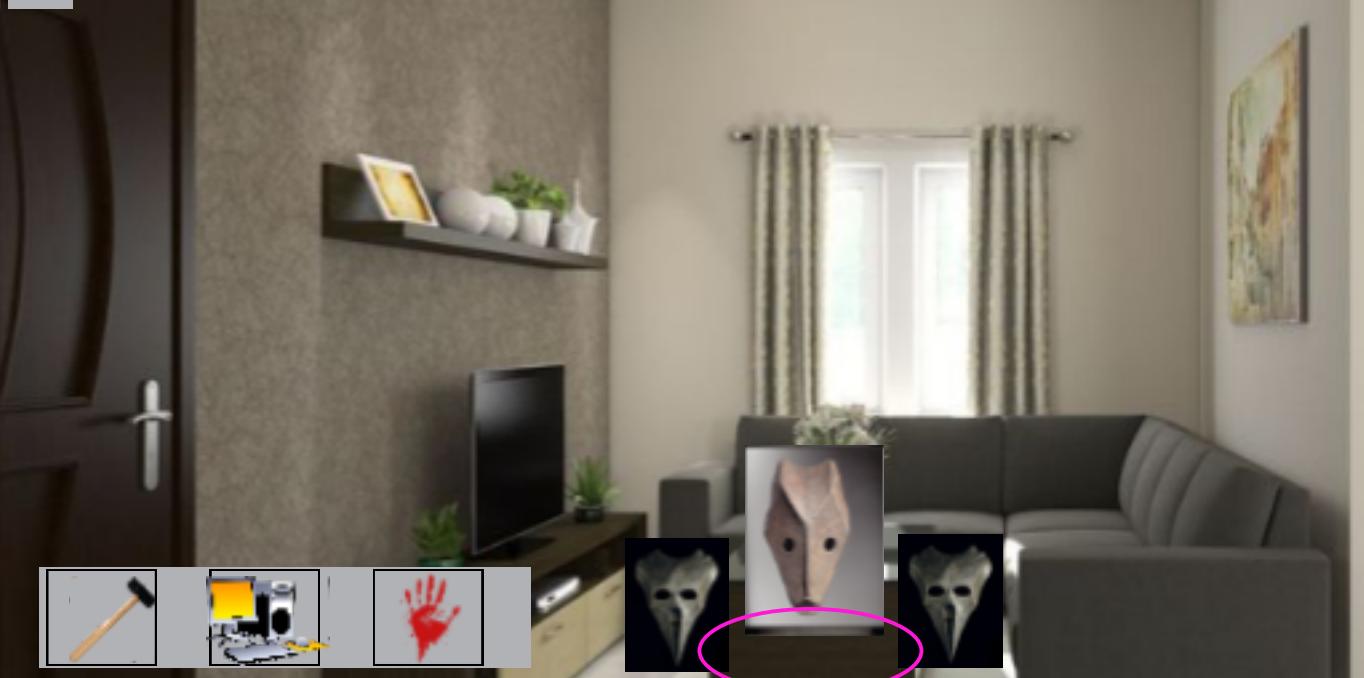


Player has all clues.



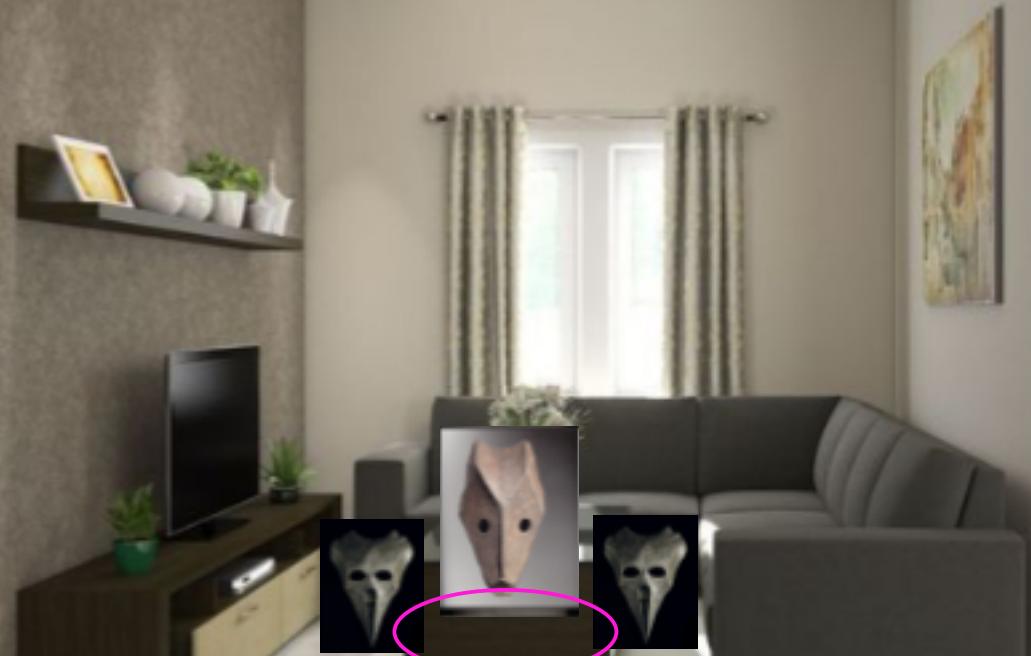
Player has all clues.

X



Player has all clues.

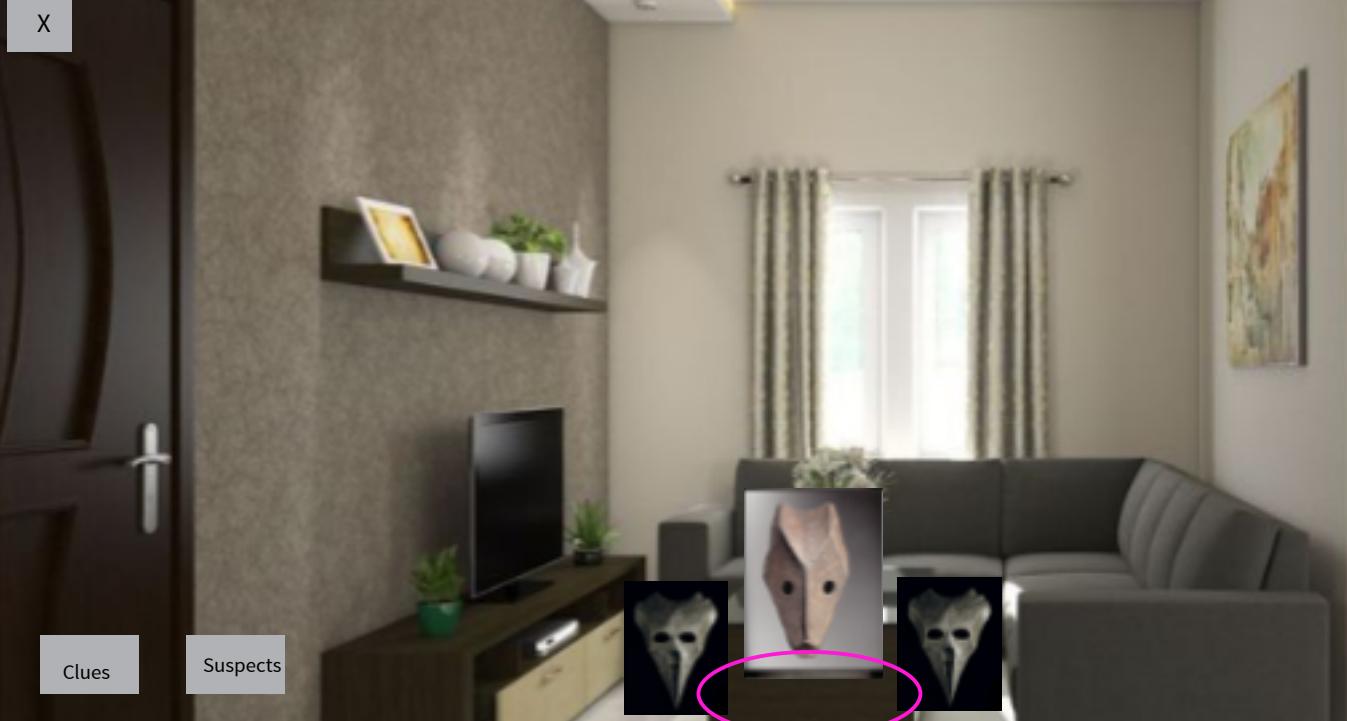
X



Clues

Clues can either be a counter OR can open a new panel. Might be asking too much for player to memorize clues.

X

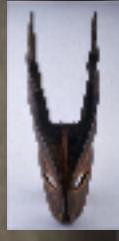


Player swipes between masks, like a carousel. Think iPhone camera (pre Liquid Glass wtf were they thinking?)

Clues can either be a counter OR can open a new panel. Might be asking too much for player to memorize clues.

In this scenario, players can access suspects at any time, but cannot accuse them until all clues are found.

Choose Your Class



Name
Attribute +#
Attribute -#
Flavor text?



Name
Attribute +#
Attribute -#
Flavor text?

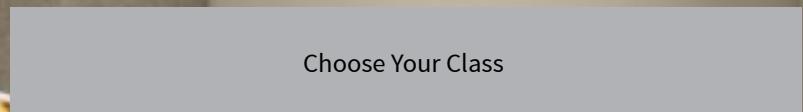


Name
Attribute +#
Attribute -#
Flavor text?



Name
Attribute +#
Attribute -#
Flavor text?

Variation of class screen where player can see each class's name and stats (less work for player but maybe information overload?).



Choose Your Class

Player is directed to choose a mask/class/whatever we decide to call it. In this scenario, the player is either not switching between masks. (Menu will probably be different if we decide to let players switch between masks.)
Player chooses the second mask.

What Options does the player need?

- Sound?
- Subtitles?
- Haptics?
- Menu opacity?