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**Game name** : Village Savior

My game idea is to play as a detective and try to track and arrest a criminal which committed a murder in a small village.

The player will need to communicate with the villagers to find clues about the appearance of the criminal when they witnessed the crime. Another possibility is to track suspicious behaving.

The villagers can be accurate but can also lie or have blurry memories, they can also have witnessed nothing at all.

Every villager has a unique appearance and name as well as a hidden trust stat that is random at every new game.

The criminal will continue to make victims until the player find and arrest him.

The player starts with a defined amount of point which lowers every time there is a new victim or by the time passing by.

The criminal is changed at the beginning of every new game.

This game will be made using Unity.

**Number of player** : 1

**Platform** : Computer

**Entertaining** : This game is entertaining because hunting a criminal captivating and exciting. The point system and the will of the player to save as much villagers as possible makes it challenging.

**Controllable** : The game is fully controllable through keyboard, but can also be fully controllable with the mouse or a xbox controller.

**Has elements** : There is a small village and NPCs

**Has the relationship between the elements** : It is possible to interact with the NPCs, a special NPC also has the possibility to interact with other NPCs.