

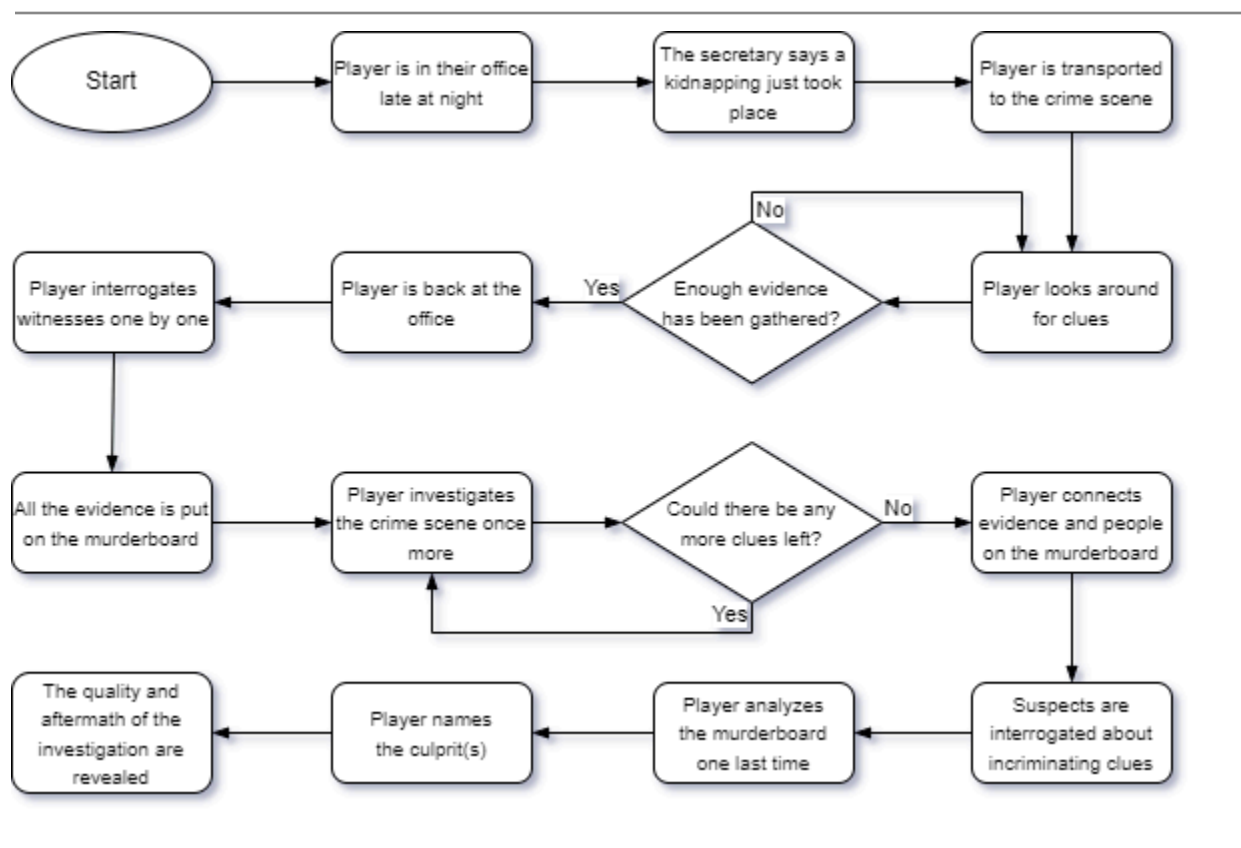
# Christmas Eve Murder

- Explore a murder scene, gather clues, and interrogate witnesses to solve a holiday-themed mystery. -

## User Story Map

1. An avid detective-story enthusiast, enjoys true-crime and VR mysteries, wants a realistic investigation experience with interactive clues and witness interviews.
  - a. Investigate the Murder Scene
    - i. The player can explore and examine the environment for clues.
      1. Environmental Storytelling - Players can uncover ambient clues by inspecting objects, surroundings, and environmental details.
      2. Interactive Evidence Collection - Players gather physical clues like fingerprints, weapons, or personal items.
      3. Clue Analysis - Players can inspect collected items more closely to find hidden details.
    - ii. Use the clues found to piece together the story on the murder board.
      1. Evidence Placement - Place clues on an interactive evidence board, connecting them to draw potential conclusions.
      2. Hypothesis Building - The player can make notes, draw connections, and test out theories based on the available evidence.
  - b. Interrogate Witnesses and Suspects
    - i. Conduct interviews with potential witnesses and suspects.
      1. Emotion Detection - Players can observe body language, tone, and other cues to determine if a character is lying.
      2. Adaptive Questioning - Based on the sequence and type of questions, characters may reveal different information.
      3. Truth and Lies Mechanic - Players track characters' trustworthiness, which can affect future interactions.
    - ii. Use the gathered information to narrow down suspects.
      1. Deductive Reasoning Tool - Integrate witness statements with evidence on the board to eliminate false leads.
      2. Suspect Profile Creation - Collect details from interviews to create profiles, marking suspects and witnesses based on reliability.
      3. Accusation Phase - At the end of the investigation, players must formally accuse one character based on evidence and intuition.

# Journey Map



# Wireframing/Storyboarding

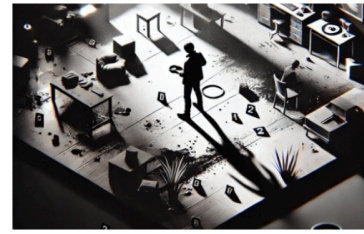
TITLE CHRISTMAS EVE MURDER  
SUBJECT IMR



PLAYER IN AN OFFICE AT NIGHT,  
LOOKING AT A CLUTTERED  
DESK.



SECRETARY INFORMS ABOUT A  
RECENT KIDNAPPING.



PLAYER AT A CRIME SCENE, EXAMINING  
THE ENVIRONMENT.



PLAYER CONNECTS EVIDENCE ON  
THE MURDERBOARD.



PLAYER INTERROGATES  
WITNESSES ONE BY ONE.



PLAYER CONFRONTING SUSPECTS  
WITH INCRIMINATING EVIDENCE.



PLAYER REVIEWING CLUES  
ONE LAST TIME ON THE  
MURDERBOARD.



PLAYER IDENTIFIES THE CULPRIT.  
OUTCOME IS REVEALED.

# Planning Asset Creation

## 3D

- Detective's Hands
- Broken Window
- Rooms' Layout
- Pins
- Connection Strings
- Corkboard
- Christmas Decorations
- Furniture
- Man Character 80's
- Policeofficer | Characters | Unity Asset Store
- o3n Male and Female UMA Races | 3D Humanoids | Unity Asset Store

## Graphics & 2D

- Menus: Main + In-game
- End Screen
- Notes
- Portraits
- Fingerprints
- Icons (clues, evidence) - nu dezvăluim aceste detalii unele sunt din Asset Store, unele făcute de noi <3

## Sounds

- Voicelines via <https://play.ht/>
- Background Christmas Chimes
- Suspense Creepy Ominous Ambience
- Creaky Door Sounds
- Wind Whistling Window Frame
- Drum Roll
- Bell Ding
- Gavel Strike

VFX

→ [Sparkles](#)

Alte asseturi

→ [Meet and Talk - Dialogue System](#)