**🕵️ Case File: Murder at Pythonville — Full Interactive Game Story**

**📍 Case Title: The Shadow Over Pythonville**

**🎭 Cast of Characters**

**🔴 Victim:**

* **Alice Hammond** — Age 29. Software engineer, quiet, emotionally isolated, found dead in her bedroom. A troubled but brilliant mind.

**🟡 Suspects:**

1. **Howard Hammond** — Age 35. Husband. Public relations officer. Charming on the outside, controlling underneath. Claimed he was on a business trip the night of the murder.
2. **Serene** — Maid 1. Works in Alice's home for 5 years. Loyal, but too loyal?
3. **Suzane** — Maid 2. New maid, joined 2 months ago. Quiet, suspicious.
4. **Marc Velton** — Alice's ex-boyfriend from college. Recently reconnected via secret emails.
5. **Trent Gregory** — Neighbor. Writer. Claimed he saw someone the night of the murder.
6. **Eleanor Hart** — Alice’s therapist. Shared an emotional bond. May know too much.

**🟢 Witnesses:**

1. **Delivery Boy** — Delivered a package on the day of the murder
2. **Doorman** — Saw someone enter the building at an unusual hour

**🔵 Detectives:**

* **User (You)** — Lead detective
* **Ash** — Your assistant and a programming expert

**📅 Timeline of Events (Simplified for Expansion)**

* **12 Aug 2006, 8:30 PM**: Alice seen on CCTV entering the house
* **9:00 PM**: Time of death (as confirmed by autopsy)
* **9:10 PM**: Maid 2 finds the body
* **10:00 PM**: Police arrive
* **Next Morning**: You begin the investigation

**📖 Scene Description**

Alice is found collapsed in her bedroom. No signs of forced entry. A phone lies nearby with a half-typed number. A knife wound in her stomach — but curiously, the grip on the knife seems reversed. Suicide? Or planted?

The room is pristine — too clean. No fingerprints, no signs of struggle. Except... a faint smudge near the study desk. A hidden drawer?

**🔐 Digital Clues**

* Her laptop is open. Browser history wiped. But an email tab was open.
* Spam folder contains emails from: someone12@gmail.com, someone13@gmail.com, hiddenuser\_404@protonmail.com
* One mail reads in Japanese. Another contains Morse code. Another, binary.
* A hidden partition on the laptop contains a password-protected folder. Password hint: *"My favorite actor"* — Ash deduces it's her name + underscore + actor name.

**🔎 Physical Clues**

* A paperweight with blood on it under the bed
* A sticky note with a smiley face hidden inside a drawer
* Door logs show someone entered at **9:02 PM**, but exit not logged
* Suzane (Maid 2) has deleted search history on her phone
* The security camera log is missing footage between 8:45–9:15 PM

**🧠 Psychological Profile**

Alice was emotionally distant. She kept journals, all of which are missing. According to Eleanor (therapist), she had been afraid of someone watching her. She confided she felt trapped in her marriage.

**🔀 Plot Twists**

* The fingerprints on Alice's wound match **Alice** — but in reverse. Indicates she was forced to stab herself?
* The therapist had advised her to leave Howard.
* Suzane was planted by Howard to spy on Alice.
* The boyfriend didn’t kill her but had warned her to run.

**🔥 The Truth**

Howard, obsessed with control, orchestrated the entire murder. He instructed Maid 2 (Suzane) to force Alice to kill herself, using gloves and staged scenes to make it appear as suicide. He wiped CCTV footage, planted false evidence, and deleted her journals.

His motive? Alice had discovered his financial fraud and was preparing to expose him. The fake emails were red herrings to mislead the investigation.

**🗂️ File Structure (Game Content Files)**

1. crime\_details.txt — Initial scene report
2. suspects.json — Data on all suspects
3. emails.txt — Real and fake email content
4. door\_logs.csv — Records of who entered/exited
5. autopsy\_report.txt — Time and nature of death
6. evidence/clue1.txt — Morse code message
7. evidence/clue2.bin — Binary file: “Tomorrow at 9 A.M 🙂”
8. evidence/photo.enc — Encrypted image of Marc & Alice
9. diary/entry1.txt — “I feel like I’m being watched…”
10. diary/entry2.txt — Hidden code in acrostic (first letters)
11. therapist\_notes/eleanor\_session3.txt — Reveals fear of husband
12. maid2\_phone\_dump.txt — Browser history wiped, but last visited: howtoconvince-suicidestaging.biz
13. neighbors/testimony.txt — Heard a faint cry at 9 PM
14. users\_notes.txt — Player-created notes
15. save\_timeline.json — Save/load checkpoints
16. actor\_hint.txt — Her favorite actor's name

**🧩 Clue Mechanics (Encoding Ideas)**

* **Hex**: Smiley face clue — 0x3A 0x29
* **Morse Code**: Tomorrow at 9 A.M
* **Binary**: Message from email — decodes to emotional message
* **Password logic**: Requires knowledge of her habits and programming syntax
* **Missing CCTV**: Implies internal tampering

**🎮 Gameplay Flow (Command Highlights)**

* read <filename> — Read a clue or file
* list — See all accessible files
* interrogate <name> — Interact with characters
* analyze <evidence> — Let Ash help decode
* accuse <name> — Make a final accusation

This document gives you a rich and complete story world — with suspects, clues, twists, red herrings, and a final truth. It’s ready for gameplay logic once you're ready to code.

Let me know when you want to begin coding or need help designing specific clues or user interactions!