Game Dev Story Outline

1. Act I
   1. Police Chief speaks to You (Jedi Investigator), thanking you for showing up to the scene of the crime (a bar) so quickly
   2. Local police on Bespin are understaffed, called for assistance from the Jedi Council to investigate murder. Local Jedi (you) tasked. Chief leads you to the body. The body has 2 blaster shots to the chest in a back room of a local bar.
   3. Police quarantined all surrounding witnesses who have not been cleared of suspicion in the murder of Cassius, a local businessman. The major characters in the story are:
      1. Dead body (Cassius): Local businessman. Owns much of the housing and other developments around Bespin. Generally, people don’t like him as he is very aggressive with his business tactics. Married, but suspected of cheating on his wife with Sasha. Business contacts and enemies are unknown.
      2. Bounty Hunter (Vlad): Bounty Hunter who is low on cash, can’t get a ride off of Bespin because he cannot afford a ship or ride off of the station. Didn’t see who killed
      3. Twi’lek Dancer (Sasha): Local dancer at a bar. Cassius is a regular patron on hers, they were seen together arguing hours before he was killed.
      4. Local Bystander (Garet): Property manager for one of Cassius’ properties. Doesn’t like Cassius, but he pays Garet’s bills.
      5. Foreign Diplomat (Cora): Never really goes to bars, decided to come out for some reason tonight. From a different planet. Unknown reason why she’s visiting Bespin.
      6. Local Politician (Trent): Politician for the local bar. Currently passing laws to increase taxes on sections of property, including many of Cassius’ properties. Wanted to speak to Cassius about these new laws off-the-record at the bar. Most of the other witnesses view Trent as fairly corrupt and spineless.
      7. Police Chief (Yohan): Young recently appointed police chief. His subordinates are skeptical of him because they feel he is too young and inexperienced to lead the police force.
      8. Policeman 1 and 2: Unnamed, not major characters to the story.
      9. Information Droid: Contains all the relevant information about the crime. Police owned. Consult with this droid as the game progresses to get background checks about characters.
2. Act II
   1. Triggered when you begin your investigation. This is done after speaking with all the witnesses and getting their intros out of the way. Once the intro is done, you’ll talk to the police chief who then declares the case “In Progress”. You may now move freely and question the witnesses.
   2. Info Droid: Tells you approximate time of death. Also tells you about police reports concerning Sasha and Cassius earlier that night.