

The Creektown Caper

Talking in Circles Studios

Version 1.0 02/10/20

Table of Content

1. Summary	4
1.1. Genre	4
1.2. Platform	4
1.3. Art Style	4
2. Game Overview	4
2.1. Overview of Core Gameplay	4
3. Gameplay	4
3.1. Game Elements	4
3.1.1. Characters	4
3.1.2. Evidence	4
3.1.3. Environments	5
3.1.4. Interacting with Characters	5
3.1.5. Finding evidence	5
3.1.6. Unlocking New Options	6
4. Narrative	6
4.1. Game Narrative	6
4.2. Beginning	6
4.3. Middle	6
4.4. End	7
4.5. How Narrative Factors into Gameplay	7
5. Game Screens	8
5.1. Loading Screen	8
5.2. Title Screen	8
5.3. Gameplay Screens	8
5.4. Evidence Inventory Screen	8
5.5. Credits Screen	8
5.6. Pause Screen	8
5.7. Options Screen	8
5.8. Fail Screen	8
5.9. Win Screen	8
6. Game Flow	9
6.1. Flowchart	9
7. Art	9
7.1. Look and Feel	9
7.2. Mood Board	10
8. Audio	10
8.1. Audio Direction	10

8.1.1.	Character Sounds	10
8.1.2.	Interactive Object Sounds	10
8.1.3.	Environmental Sounds	10
8.1.4.	UI Sounds	10
8.1.5.	Music	10
8.2.	Audio Production	11
9.	Production	11
9.1.	Gantt Chart	11
9.2.	Development of Core Game Elements	11
9.2.1.	Design Elements	11
9.2.2.	Art Elements	12
10.	Team	12
10.1.	Producer	12
10.2.	Art and Animation	12
10.3.	Game Design	12
10.4.	Narrative Design	12
10.5.	Programming	12
10.6.	Sound Design	13
10.7.	User Interface Design	13

1. Summary

- 1.1. Genre: The Creektown Caper is a text-based, top-down, mystery role-playing game.
- 1.2. Platform: It will be developed for the PC and made in the Unity engine.
- 1.3. Art Style: It will have a hand-drawn 2D cartoony art style.

2. Game Overview

2.1. Core Gameplay

Travel to the fantastical streets of Creektown. A quaint little town populated by anthropomorphic forest creatures. All is well in Creektown, until a resident is mysteriously murdered. Put on the stylish hat of Detective Mason M. Mole, the greatest (and only) detective Creektown has ever seen. Search for clues, talk with witnesses, interrogate suspects, and see how deep the literal rabbit hole goes. Will Mason Mole crack the case? Only you can help him solve The Creektown Caper.

3. Gameplay

3.1. Game Elements

The player will be able to explore the environment using the directional arrow keys. They will also be able to interact with characters and objects using the spacebar. The P key will pause the game. The I key will open up the evidence inventory.

3.1.1. Characters

These are the characters that appear in the game:

- Detective Mason M. Mole (player)
- Jane Doe (murder victim)
- Police Chief
- Police Officer
- Butcher (suspect 1)
- Shop Owner (suspect 2)
- Baker (suspect 3)
- Fisher (suspect 4)

3.1.2. Evidence

These are the physical pieces of evidence that appear in the game:

- Cleaver
- Tasty Treat
- Rolling Pin
- Key
- Jar of Jam
- Footprints
- Diamond necklace

3.1.3. Environments

These are the environments in the game that the player can explore:

- Town center (main crime scene)
- Town outskirts 1
- Town outskirts 2
- Forest area
- Creek area

3.1.4. Interacting with Characters

Talk to citizens around the map to find clues about who committed the murder. You have multiple options of dialog with every character at all times, allowing for different approaches to the investigation and different ways of learning new information.

Dialog options that appear in the game are:

- Ask for information about another character
- Ask for information about a certain piece of evidence
- Interrogate based on a certain piece of evidence
- Leave the conversation
- Note: not all dialog options are available at all times. Some are only once the player has collected certain pieces of evidence and information

3.1.5. Finding Evidence

There are two main ways of collecting evidence: finding physical pieces of evidence around the map, and learning information about the characters from other characters when interacting with them.

The player must look around the map and interact with characters to find objects that stand out during the game and put them into your inventory to find out who fits the profile of the killer.

The player must also interact with the characters to learn important information about that character and the other characters by questioning them about evidence and other information the player already has.

3.1.6. Unlocking New Dialog Options

After finding evidence and information about the killer, the player will then unlock new dialogue options when interacting with characters. These new dialog options will allow for more specific and detailed questioning based on the evidence and information the player has collected to help them figure out who the killer is and arrest them.

4. Narrative

4.1 Game Narrative

Detective Mason M. Mole investigates the mysterious murder of Jane Doe. By talking to witnesses, interrogating suspects, and finding clues he will be able to find the criminal. However, if he arrests the wrong animal or doesn't find enough clues, the murderer will go free.

4.2 Beginning

Detective Mason M. Mole finds himself at the crime scene of the sudden murder of Jane Doe. When Mason talks to the Police Chief he learns that the victim hasn't been dead for long. There is a diamond necklace missing from the victim. The killer could not have gotten far and is likely still in Creektown. The officers at the crime scene can't seem to find any clues.

Mason will be able to explore the crime scene. The next character that will be able to be interacted with is a police officer. The officer is having trouble finding any clues. The first clue is a clean butcher's knife found in the fountain. Once Mason finds the first clue, a new dialogue option will open up with the Police Chief. He will task Mason with solving the case and allow him to fully explore the map to find the killer.

4.3 Middle

After talking to the chief, exploring the crime scene, and finding the first piece of evidence, Mason will be able to explore the entire map. The first place to visit to progress the story will be the butcher's shop. There the player will be able to talk to the butcher. She will inform the player that she had owned a similar knife, but recently sold it to the shopkeeper.

The next place to go is the shop. When asked about the knife the shopkeeper refuses to breach client confidentiality. He adds that he could really go for a donut from the bakery right about now. There is a chest next to the shop. If the player asks about it the shopkeeper will tell them that it is none of their business.

The next area of progression will be at the baker's shop. The player will find the baker covered in a suspicious red substance. When they are interacted with they will act very nervous and suspicious and give the player a donut on the house. They will also add that they recently lost a rolling pin. The player will also optionally be able to ask the baker about the suspicious red substance. The baker will claim that it is jam. The player will then either go back to the shop to progress the game or optionally follow the jam footprints.

If the player follows the jam footprints they will lead to a small secluded place. A jar of jam will be found, proving the baker's innocence. The item can be collected.

When the player makes their way to the shop a new dialogue option will open up. The player will be able to bribe the shopkeeper with the tasty treat and will gain new information. The shopkeeper will tell the player that the barber recently bought the knife.

The next stop for the player will be the barber's where the barber can be found. When the barber is asked about the knife he says that he was trying a new hair cutting technique with the knife. He adds that you should let him know if you find it because he recently lost the knife while walking in the park. When you press him further he explains that he was leaving the park late last night and saw a mysterious figure run from the park to the creek.

The next point of progression will be at the creek. There the player will find the butcher's fishing boat. The player will be able to inspect the small boat finding a secret hidden compartment. Inside the compartment is a bloody rolling pin.

4.4 End

The player will then be able to either confront the baker or butcher. If the baker will claim that they are being framed and that they haven't seen the rolling pin in weeks. If the butcher is confronted, she will claim that she is being framed and that no one else knows about the secret compartment.

The police officer will then run up to the player with a new piece of evidence, a key. The key opens the chest at the shopkeepers stand. Inside the chest it a diamond necklace belonging to Jane Doe. This incriminates the shopkeeper who is arrested and confesses. The police chief will thank Mason for cracking the case and the credits will roll. The player will then be able to play again or quit the game.

4.5 How Narrative factors into Gameplay

The narrative is essential for the progression of gameplay. The narrative will provide the characters with clues and information that will allow them to progress through the game.

5. Game Screens

5.1. Loading Screen

Blank screen that shows a small icon of the Mason M. Mole in the bottom right of the screen spinning occasionally.

5.2. Title Screen

Having the title of the game in the top center underneath will be all the other options (IE. Start, Quit, Credits, How To Play, Options). In the background will be a zoomed out version of the town.

5.3. Gameplay Screen

Mason M. Mole will be the center of the screen where he can move around and explore the town for clues and evidence on who the killer is.

5.4. Evidence Inventory Screen

Pressing "I" in the gameplay screen will allow the player to see the evidence they had collected. After collecting evidence it will appear on this screen

5.5. Credits Screen

A list of all the people who contributed to this game.

5.6. Pause Screen

Show the same listing as the title screen but in the background show the gameplay screen.

5.7. Options Screen

Allow for the player to turn off and on the sound and music of the game, also allowing for the adjustment of the sound as well.

5.8. Fail Screen

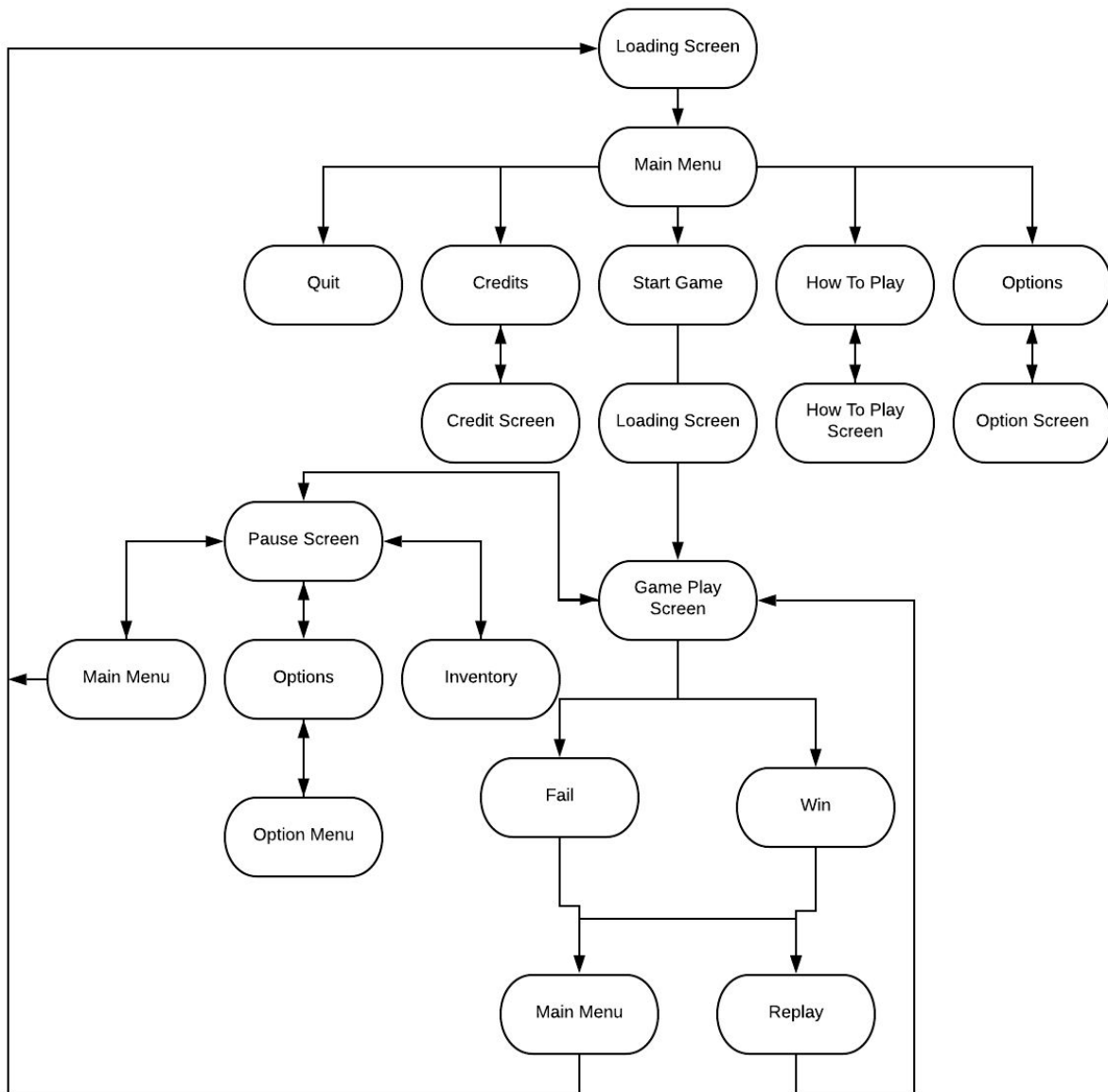
An image of a character outline running away with the text "The killer got away" on top of the screen. Have a restart, main menu, and quit button on the bottom of the screen.

5.9. Win Screen

An image of the killer behind bars with the text "They won't be getting out anytime soon" on the top center of the screen. Have a restart, main menu, and quit button on the bottom of the screen.

6. Flow Chart

6.1. Flowchart

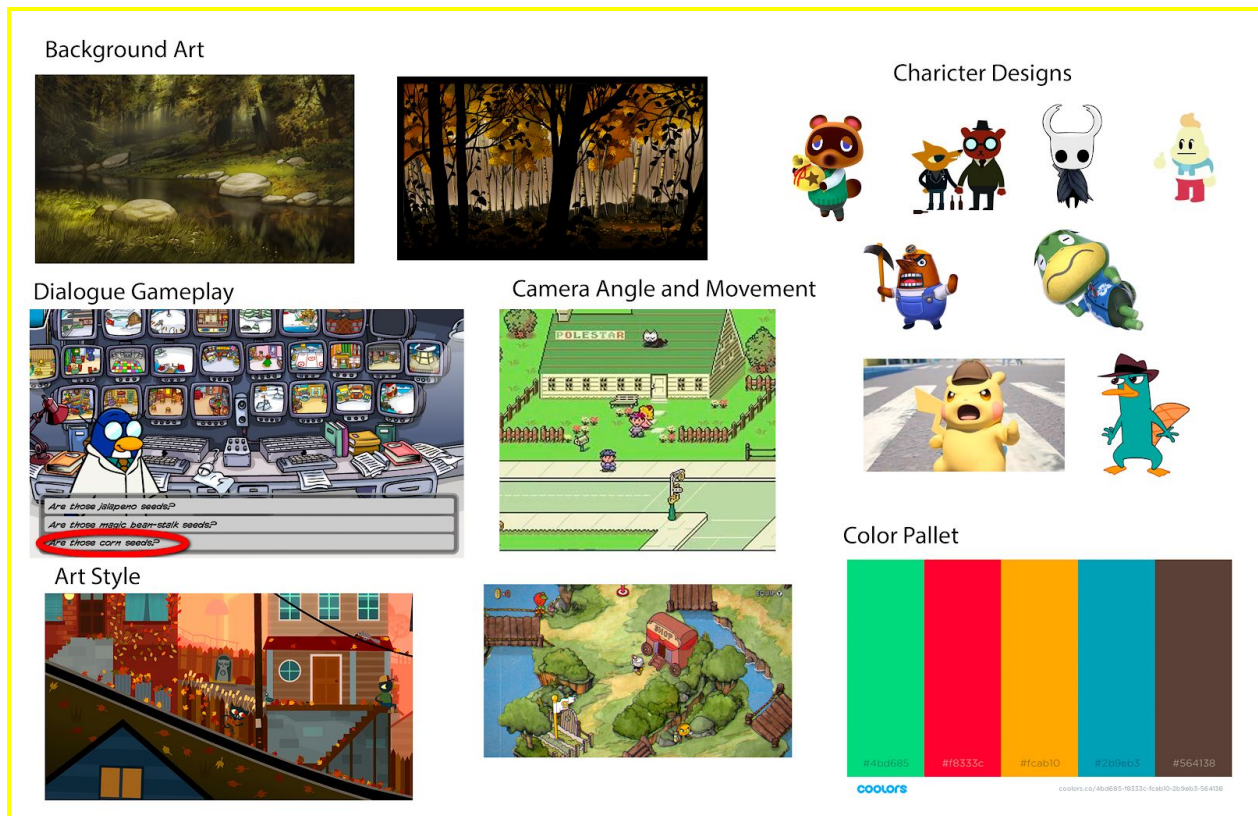


7. Art

7.1. Look and Feel

The game will have a hand-drawn, 2D art style. Every character will have a cartoony animal design and have idle animations. The backgrounds of the town will have a digitally painted look to them.

7.2. Mood Board



8. Audio

8.1. Audio Direction

8.1.1. Character Sounds

Character dialogue will be text-based accompanied by mumble sounds.

8.1.2. Interactive Objective Sounds

Objects will all create a different sound effect to show what they are.

8.1.3. Environmental Sounds

Background sounds depending on the murder scene (I.E. crowded city, windy hills, background chatter)

8.1.4. UI Sounds

Buttons create a slight click

8.1.5. Music

Noir / Jazzy feel to give a detective feel to the game

- 8.2. Audio Production
<https://freesound.org/>

9. Production

9.1. Gantt Chart



9.2. Development of Core Elements

9.2.1. Design Elements

<u>Mile Stone</u>	<u>Date</u>	<u>Art Tasks Completed</u>	<u>Programming Tasks Completed</u>
Week 1 - Work on First Playable	February 17	Character line art and black and white environment art Game screen storyboards	Have movement implemented Camera follows character Items/inventory implemented Talk to NPCs
Week 2 - Present First Playable	February 24	Full colored characters, environments, and props. Gameplay storyboards	Dialogue implemented Different characters dialogue Choose a suspect (Win/Lose state)
Week 3 - Work on Alpha	March 2	Create finalized static game art	Items lead to new dialogue
Week 4 - Present Alpha	March 9	Implement art into the game	Finish alpha build
Week 5 - Spring Break	March 16	Spring Break	Spring Break
Week 6 - Work on Beta	March 23	Add any missing art assets and start rough character animations	Playtest / Bug Fix

Week 7 - Present Beta	March 30	Have finalized art and rough animation	Playtest / Bug Fix
Week 8 - Work on Gold build	April 6	Work on animation	Playtest / Bug Fix
Week 9 - Work on Gold Build	April 13	Finalize animation	Playtest / Bug Fix
Week 10 - Present Gold Build	April 20	Finish animation	Playtest / Bug Fix
Week 11 - Present polish pass and trailer	April 27	Polish animation and create a game trailer	Playtest / Bug Fix
Week 12 - Grove Presentation	May 4	Present finished game	Present finished game

10. Team

10.1. Producer/Director

Dom Roti

10.2. Art and Animation

Ruby Brown

Vi Ihm

Emily Plassenthal

Riley Weber

10.3. Game Design

Alex Cook

Kyle Tucker

10.4. Narrative Design

Dom Roti

Kyle Tucker

10.5. Programming

Alex Cook

Kyle Tucker

10.6. Sound Design
Alex Cook

10.7. User Interface Design
Stephanie Hossenlopp