

Project Title: Project Choice

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Project Description:

The Project will be a choice-based outcome changing game. The player, at multiple steps, will be given choices. Their choices will affect how the game will progress and change accordingly.

Idea:

Murder Mystery

Story: You are a student at Habib University and are going about your normal day routines in university when suddenly one day you witness a murder. Since then you witness more and more paranormal feeling death scenes and try to take grasp of everything that is going around you as you succumb to the trauma placed in front of you. You decide to investigate the murders (or not) and when the police finally arrive, you reveal your evidence to them to finally reveal who the murderer was all along.

Genre: Mental health, murder, psychological

Setting: Habib University

Characters: 1 Main character and other supporting characters.

This is implemented using directed A-cyclic graphs in a custom data structure made using adjacency lists as a base concept. Helper functions are also made to process the edge weights i.e. the stress levels and relationships which are stored using variables and dictionaries. The game is partially linear and partially branched out in its story.

Furthermore, we will try to add customization to the game as well, in order to improve engagement. We will also try to implement a system where the player will be shown the graph for their choices and progress leading up to that point.

Project Outcome: Project outcome will be a playable game/visual novel.

Libraries/other resources to be used:

- The Project will be made using Ren'Py.
- Adobe Fuse has been used to generate/create characters
- Photoshop will be used for image manipulation, editing and graphic designing
- Adobe Illustrator might also be used for Graphic design
- Online PNGs and Music might be used
- Blender 3D might be used in instances where 3d models are required.