**Game Outline**

Genres: mystery, crime, police.

Features: alternative endings, 2-layer map, dialogue choice, save and load progress, unlocking map components.

**Story Brief**

Chief gives investigator (player) assignment on near-murder of co-investigator (victim, friend?), who ends up in a coma at local hospital. Chief was involved in drug trafficking through a shipping company. Victim was investigating the shipping company on this account and the chief was afraid of his involvement being revealed. Kirill releases a prisoner on the condition that he kills Victim (along with a large payment after the job gets done). Comatose state works in Chief’s favour as when prisoner goes to kill Victim at hospital for the prize (Victim dies), player can catch him on the act and the case gets closed at prisoner.

Possible suspects: prisoner, shipping company personnel, hospital personnel, chief.

Notes:

* Victim was attacked outside his house, wife was a witness.
* Victims desk drawer at police station is locked, victims possessions can be picked up at hospital.

**Story {Game Progression}**

Player is an investigator at the local police force.

{Player position is Outside} {Police Station is on map}

Player is called into the Chief’s Office of Chief Officer Kirill.

{Player should enter Police Station>Chief’s Office} {internal monologue banter about Kirill}

Player is given an assignment to investigate near-murder of fellow investigator - Victim.

{Assignment added to inventory} {new buildings Victim House and Hospital are on map}

Victim is in a comatose state at the nearby Hospital.

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Victim dies at Hospital.

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It is possible to find suggestion that Kirill released the prisoner (maybe through interrogation).

You can check Hospital CCTV where you see the prisoner is seen at the scene.

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**Game Structure**

Map – building (rooms):

* Police Station (lobby, your office, chief office, victim office, interrogation room)
* Hospital (lobby, victim ward room, surveillance room)
* Shipping Company (lobby, ship deck)
* Victim’s House (living room, home office)

Possible endings:

* Prisoner case closed
* Find out about drugs at shipping company, but not Kirill
* Kirill mastermind

Able to open each item such as assignment from inventory to read contents.

You have a list of suspects in your inventory that automatically gets updated as you get clues, you can remove suspects as you see fit.

Option to report at office who the perp is (you can get a “not enough evidence” response)

Victims home computer – password locked – may reveal some clue.

Dialogue may reveal clues.

Should add a possibility of dying or losing the game perhaps.