

# LAMPLIGHT

**By the Mystery Buggy Buddies**

(Caleb Rosenfeld, Maria Matthews,  
Caitlyn Chilelli, Mathew Powell, &  
Chris Hiler)

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## RAZOR STATMENT

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*Lamplight* is a whimsical point-and-click adventure mystery game where the player plays as a moth detective named Merlock Moth who is trying to solve the murder of Timmy Termite, a demolition expert. Merlock explores the city to interrogate insect suspects, find clues, and exonerate himself.

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## FOCUS PARAGRAPH

*Lamplight* is a whimsical point-and-click adventure mystery game where the player plays as a moth detective named Merlock Moth who is trying to solve the mystery of Timmy Termite, a demolition expert who was mysteriously killed in Merlock's office. Merlock explores Buzzburg, a bug-inhabited city inside of an abandoned trashcan, in order to interrogate suspects including an ant construction worker, a queen bee barkeep, a ladybug idol, a centipede scientist, and a firefly firefighter. The player will traverse the three levels of Buzzburg—the Upper Metamorphosociety, the middle Carapace Corner, and the lower mafia-controlled Spider-Square Slums—to try to solve the murder and clear Merlock's name.

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# GAME WORLD

## BUZZBURG: A CITY FOR ALL BUGS

(By Caleb Rosenfeld)



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# **BUZZBURG**

- UPPER METAMORPHOSOCIETY
- CARAPACE CORNER
- SPIDER SQUARE





## UPPER METAMORPOSOCIETY

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- Where the wealthy elite live
- Made from clear and white plastics
- Mostly composed of butterflies, dragonflies, beetles, and ladybugs
- Gossip and status-driven social circles
- Look down on lower levels with disdain

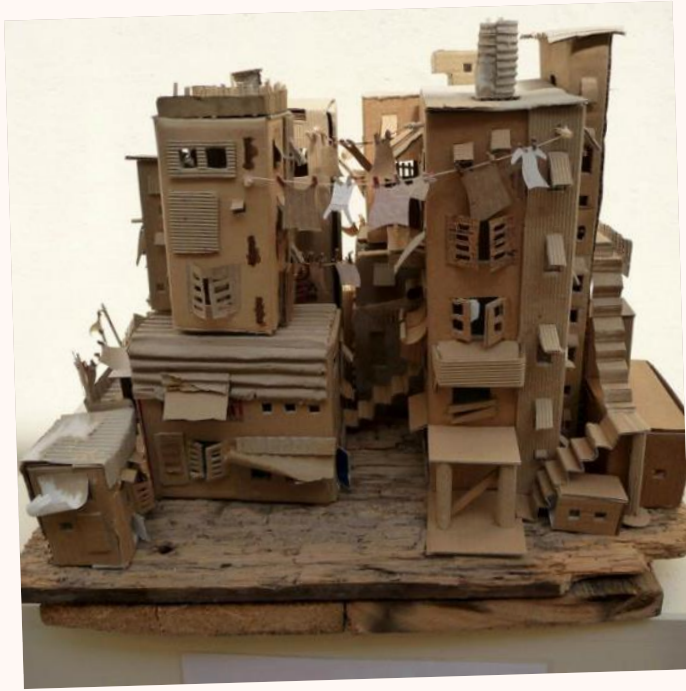




## **CARAPACE CORNER**

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- A middle-class region made of modest cardboards and the occasional plastics
- Where Merlock's office is located
- Strong worker and family culture
- Wide variety of bug inhabitants
- Inhabitants love spinning everyday events into wild stories



## SPIDER SQUARE

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- AKA: The Spider-Square Slums
- The Mob runs the show here
- Massive Casino for any bugs' worldly pleasures
- Brug circulation (bug drugs)
- Primarily inhabited by mosquitos, wasps, and other insects that many deem "unbugly"



# CHARACTERS

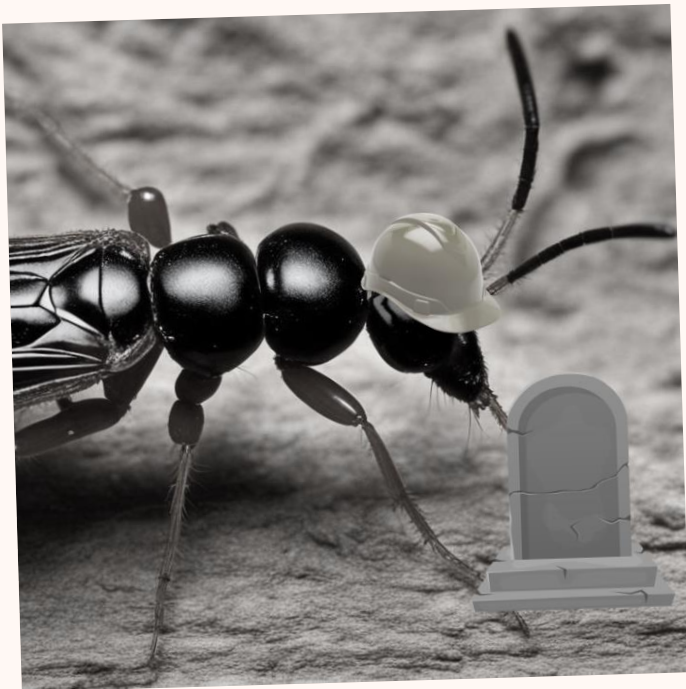
(By Caitlyn Chilelli & Maria Matthews)





## MERLOCK MOTH

- Protagonist
- Moth Detective and Private Investigator
- Prone to monologues with a flair for the dramatic, but dedicated to his job and always looking for justice. He's poor, so he relies on his connections to find out any information needed for cases.



## TIMMY TERMITE

- Victim
- A demolition expert without much work, so he had to find other ways to pay the rent. His illegal activities had made him nervous, so when he went to Merlock to confess, he had to be taken out.





## BUGBOB BUTTERFLY

- Supporting NPC
- A rookie officer in the Buzzburg Police Department. A friend to Merlock, it's Bugbob who keeps him out of the slammer while investigating the murder of Timmy Termite. Hardworking and loyal, he veers into cringeworthy sincerity—but his eagerness to help allows Merlock to solve his cases.



## CALVIN CATERPILLAR

- Supporting NPC
- A paperboy who is very "in-the-know" despite his young age. Calvin has connections on connections and acts as a person Merlock can discuss the case with. His extensive information network comes at a price, though, his favorite snack: Leafy Treats.



## ALVIN ANT

- NPC/First Major Suspect
- A construction worker who had a long-standing beef with Timmy. He was jealous due to the victim's roommate-status with Lucinda Ladybug, who Alvin is a huge fan of. His hatred of Timmy is a powerful motive, one Merlock will have to consider.





## BETTY BEE

- NPC/Second Major Suspect
- She owns The Hive, a nightclub Timmy frequented before his death. A shrewd businesswoman, her client's secrets are just that: secrets... unless Merlock can provide her with a legendary nectar, in which case Betty might just be a bit more forthcoming.



## LUCINDA LADYBUG

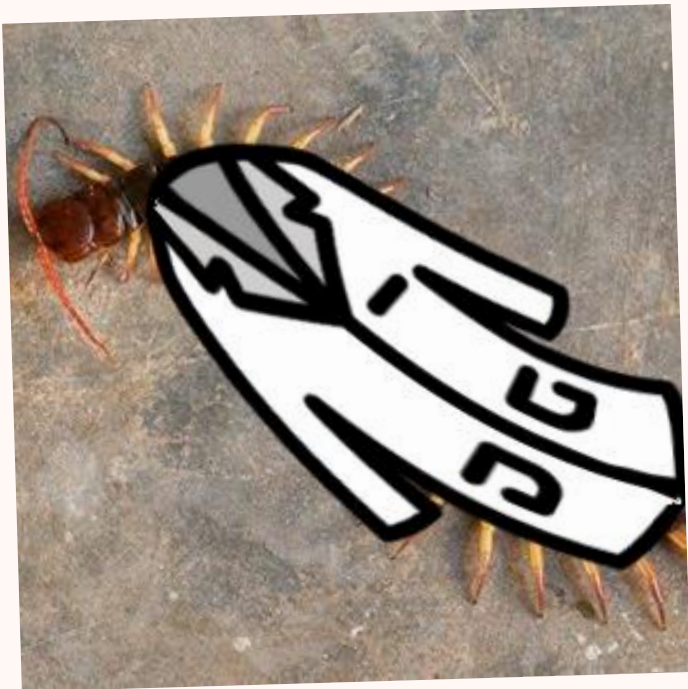
- NPC/Third Major Suspect
- Timmy's roommate before his death.  
Lucinda is an internet idol who's good with technology, even owning a voice-changer that can copy any real-life voice. Her personal connection with the victim allows Merlock a look into his private life, but that won't be enough to solve the murder on its own.



## FLAVIO FIREFLY

- NPC/Fourth Major Suspect
- Close friends with Timmy before his death, Flavio is a firefly working at the fire station. Like his best friend, he used to be strapped for cash, but the frequent fires popping up around Buzzburg have lessened that burden considerably.





## SVENTIPEDE

- NPC/Fifth Major Suspect
- Self-interested, rich, and smart, Sventipede is Buzzburg's local (and mad) scientist. He's revealed to be at the center of the mystery regarding what Timmy was up to before his death. For all his smarts, he's absent-minded when working on something, so Merlock should use that to his advantage.

# STORY ARC

Drama, Danger, and Discovery  
Mathew Powell



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# GAME STRUCTURE



## INTRO

MURDER, MERLOCK FRAMED

- Tutorial

## 01

ACTIVE CULPRIT

- Some suspects

## 02

FIRES

- Timmy felt guilty?

## 03

BUGBOB'S ORDER

- A larger conspiracy

## CONFRONTATION

Who did  
it?

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d





**M**

**n**

**INTRO**

# **LIGHT OF DOOM**

Murder Occurs,  
Introducing  
Game Mechanics

**5**



M

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**PART 01**

# **THE ANTS AND THE BEES**

Alvin vs. Timmy,  
Betty Wants Bribes,  
Betty Bonked

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**M**

**PART 02**

# **BURNING BANK BY AN IDOL**

Lucinda Did Nothing (Literally),  
The Murder Is Weird,  
Timmy Is Suspicious and Broke,  
Also Let's Burn Down Merlock's Home

**5**





**M**

**n**

**PART 03**

# **JUST A MITE DANGEROUS**

The Mafia Is Awesome,  
Sventipede Superiority,  
Timmy's Tragic Backstory,  
Bugbob Gets Jumped by a Spider



**5**





**M**

**n**

**CONFRONTATION**

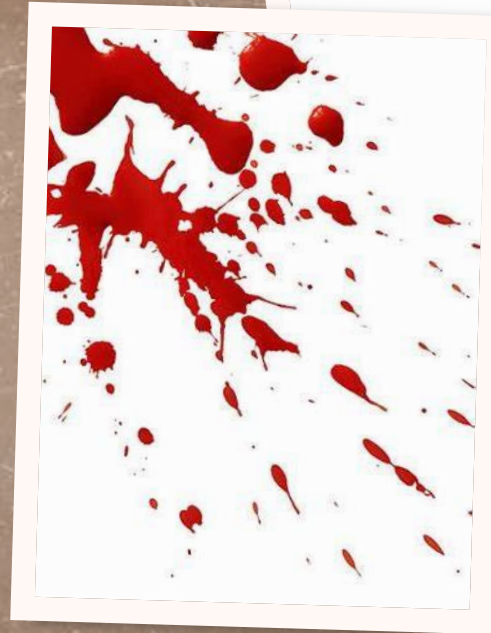
**WHO DID IT?**

**We will make fun  
of you if you're  
wrong.**

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# MISSION SCRIPT

Light of Doom  
Chris Hiler



# CHARACTERS

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THE DETECTIVE	MERLOCK MOTH	MOTH DETECTIVE/PRIVATE INVESTIGATOR. PRAGMATIC AND HONORABLE, BUT A LITTLE OVER DRAMATIC.
THE VICTIM	TIMMY TERMITE	A DEMOLITIONS EXPERT. WORKS FOR CONSTRUCTION COMPANIES. LAID BACK BUT CAN STILL BE ANXIOUS.



# TERMINOLOGY

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MERLOCK'S MIND	THIS WILL BE USED WHEN THE MERLOCK'S MIND FEATURE IS USED. GIVING THE PLAYER A FEW UNANSWERED QUESTIONS ABOUT THE CASE.
OPTION (1,2,3, ETC.)	THE PLAYER WILL HAVE THE OPTION TO CHOOSE DIFFERENT DIALOGUE OPTIONS WHEN CONVERSING WITH OTHER CHARACTERS. THESE WILL BE REPRESENTED BY THE WORD "OPTION" FOLLOWED BY A NUMBER DICTATING ITS PLACEMENT ON SCREEN. DIALOGUE WILL BE BROKEN UP INTO THE OPTIONS AND THEN THE CHARACTERS RESPOND TO THOSE OPTIONS.



# SCRIPT: TUTORIAL

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This excerpt takes place during Merlock's first encounter with

Timmy.

SUDDENLY, A MIDDLE-AGED TERMITE RUNS DOWN THE STREET AND BUMPS INTO MERLOCK. THE TWO FALL TO THE GROUND

MERLOCK:

WATCH WHERE YOU'RE GOING MR. TERMITE!

TIMMY:

(NERVOUS)

S-SORRY, DETECTIVE. IT'S JUST... I DON'T...

MERLOCK:

WHAT IS IT? YOU CAN JUST SAY IT!

TIMMY:

N-NOT HERE! C-CAN I COME BY YOUR OFFICE TONIGHT? I MIGHT HAVE SOMETHING FOR YOU.

A NEW QUESTION IS ADDED TO MERLOCK'S MIND, "WHAT'S GOT TIMMY SO WORKED UP?". AS OF THIS MOMENT, THERE ARE NO CLUES TO ANSWER THIS QUESTION.

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# SCRIPT: MERLOCK'S MONOLOGUES

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Several times, Merlock will give long internal monologues like a classic Noir film.

MERLOCK:

(INSIDE HIS HEAD)

I'VE KNOWN TIMMY TERMITE FOR A WHILE. HE'S A GOOD GUY WHO WORKS ON A LOT OF CONSTRUCTION SITES. NOT AS A BUILDER. HE'S LIKE A LOT OF OTHER TERMITES, GREAT AT TEARING STUFF DOWN. DESPITE HIS PROFESSION, HE'S ALWAYS HAD A GOOD LIFE AND BEEN PRETTY NICE. WHERE I COME FROM THERE'S A SAYING, NEVER BE THE BUTTERED BUG. A GUY THAT POLITE IN THIS WORLD MUST BE HIDING SOMETHING. MAYBE HE'S READY TO CONFESS? OR MAYBE HE'S JUST BLOWING SMOKE IN MY HIVE.



# SCRIPT: DIALOGUE OPTIONS



This is a sample of the dialogue options Merlock will be presented

with

MERLOCK:

1. WHAT'S GOT YOU SO SCARED, TIMMY? IT'S JUST ME.

2. WHERE ARE YOU COMING FROM IN SUCH A HURRY?

3. PLEASE, COME IN! IT'S NOT LIKE I WAS BUSY OR ANYTHING!

EACH DIALOGUE OPTION ELICITS A DIFFERENT RESPONSE FROM TIMMY. DEPENDING ON HOW HE FEELS ABOUT MERLOCK, HIS RESPONSES MIGHT CHANGE. OPTION 1 IS THE MOST DIRECT DIALOGUE PATH, IT WILL GIVE THE PLAYER THE BASICS TO PROGRESS. OPTION 2 WILL GIVE MORE INFORMATION. OPTION 3 WILL ANTAGONIZE AND MAKE TIMMY LESS LIKELY TO TRUST MERLOCK.

OPTION 1:

TIMMY:

IT'S A LONG STORY, BUT I'M IN SOME BIG, BIG TROUBLE!

OPTION 2:

TIMMY:

J-JUST THE HIVE! I HAD SOME NECTAR TO COOL ME OFF! LOOK, IT'S A LONG STORY, BUT I'M IN SOME BIG, BIG TROUBLE!

OPTIONS 3:

TIMMY:

SORRY I CAN'T BE MORE POLITE! I'M IN SOME BIG, BIG TROUBLE!

# SCRIPT: HOOK

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This is the hook for the story that will end the tutorial.

**MERLOCK:**

**CRAP! I BETTER CALL BUGBOB! THOUGH, SOMETHING TELLS ME THIS WON'T LOOK GOOD!**

**MERLOCK GOES TO CALL BUGBOB, AND MERLOCK'S MIND IS UPDATED. ONE BIG QUESTION NOW SITS AT THE TOP, "WHO KILLED TIMMY TERMITE?" DEPENDING ON HOW MUCH INFORMATION THE PLAYER WAS ABLE TO GET TIMMY TO DIVULGE, OTHER QUESTIONS AND CLUES MAY BE ATTACHED SUCH AS; "HE SAID HE WAS COMING FROM THE HIVE." "HE SAID THIS HAD NOTHING TO DO WITH HIS HOME LIFE." "HE MENTIONED HAVING A JOB THAT WASN'T HIS DAY JOB."**

**FADE TO BLACK.**



# IMAGE SOURCES

## TITLE:

- <https://www.istockphoto.com/photo/red-table-lamp-isolated-on-white-gm1060750934-283547059?>
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# IMAGE SOURCES

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