

Executive Summary

Introduction

This feasibility report examines the potential of developing a text-based murder mystery adventure as part of the final project of the Novus Software Developer programme. The proposed projects explore interactive storytelling, diverse characters and will have an emphasis on replayability. In this journey of deduction, unexpected moments of humour will weave through the narrative, primarily through the characters and the strange motives during the crime, drawing from inspiration of peculiar motives of real-life individuals. This blend of mystery and relatable comedy will create an intellectually stimulating for players, fostering a more immersive adventure.

As we delve into the subsequent sections, we will explore factors such as the background, outlining the objectives, methodologies of analysis and alternatives to inform stakeholders and other decision makers on the overall viability of producing a text-based murder mystery game.

Background

Primarily, the reason for the commission of this project is to serve as the final capstone project for the Norvus Software Developer programme. The project serves as a testament to the knowledge gained during the twelve week period. The medium of a text-based murder mystery adventure stems from previous experience in creating simple versions of such a game during the initial stages of my education. Upon revisiting the initial undertaking, which involved building a simple application in Python centred around fellow classmates at the time, the desire has been sparked to revisit and reimagine this concept on a larger scale, expanding on that original idea, leveraging the insights gained over the last decade and allowing creativity to no longer be bottlenecked by technical knowledge.

Overview of Project

As an evolutionary iteration of the original endeavour, this untitled project echoes familiar elements while introducing innovative features. There will be an emphasis on creating immersive gameplay, casting users as detectives charged with unravelling an intricate murder, through interactive storytelling, decision making and skilled deduction.

Similar to its predecessor, mechanics will be introduced to create multiple timelines in the game, however this idea will be expanded on further by ensuring that key elements of the story such as location, interrogations, clues and suspects have extensive variations and combinations giving the effect of a unique experience every playthrough, fostering replayability which is a common issue with these style of games. Introducing puzzles and challenges test the players logical deduction skills, adding a sense of accomplishment upon discovering a clue, propelling the mystery solving experience.

In addition to the serious nature of sleuthing, elements of humour will be infused sourced from real-life individuals, each character will have distinct personalities enriched with comedic nuances enhancing immersion and relatability to the group of suspects. To innovate on the concept, along with streamlined text-based interactions the user interface will feature sprites,

maps, puzzles and a summary listing of clues and other relevant information discovered allowing for intuitive communication and choice inputs, making it a hybrid text-based adventure.

Methodology

Overview of Alternatives

Conclusion

In conclusion, the feasibility assessment of developing a text-based murder mystery adventure project for the Norvus Software Developer programme reveals a compelling and viable endeavour. The background of the project rooted in a desire to revisit past ventures provides a strong foundation. Combined with the intention to apply acquired insights to overcome technical limitations, further strengthens the project's viability.

Taking all these factors into consideration, the proposed text-based murder mystery adventure project stands as an achievable and promising venture. It capitalises on the demand for interactive storytelling and represents an evolution of past achievements. As such, it is recommended that the project be pursued, as its feasibility is grounded in a meaningful integration of creativity and technical expertise.