

The prompt I chose from tumbler was: a meeting in a corporate office that goes horribly, horribly wrong. Be sure to include something supernatural or really weird

My game idea is that you are a corporate worker going to a meeting that goes horribly wrong to become a murder mystery type game.

In order to win, you have to follow a trail of clues with puzzles in them to find the culprit.

I was thinking that one puzzle could use code from my last game and be trying to find a way to open a restricted room, another could be assembling a device to show clues, and to include something supernatural I could make a "magic" puzzle and it would lead to the end of the game as a door to another company showing it was a corporate spy.

For at least one NPC, I was thinking it could be a witness who saw the murder and helps give you hints.