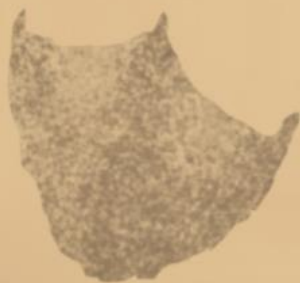


CASE #241

CODENAME:



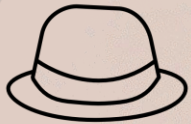
DUCK-TECTIVE



GAME OVERVIEW



Three ducks, a trenchcoat



Investigation

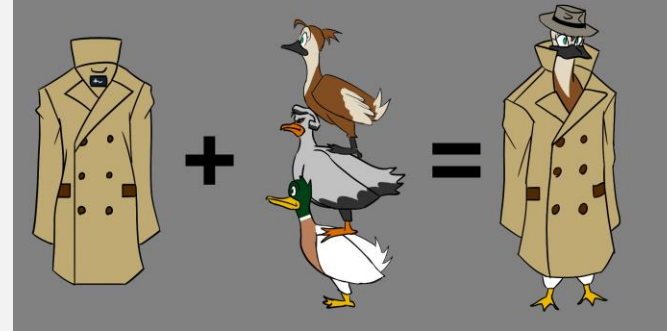


Infiltration



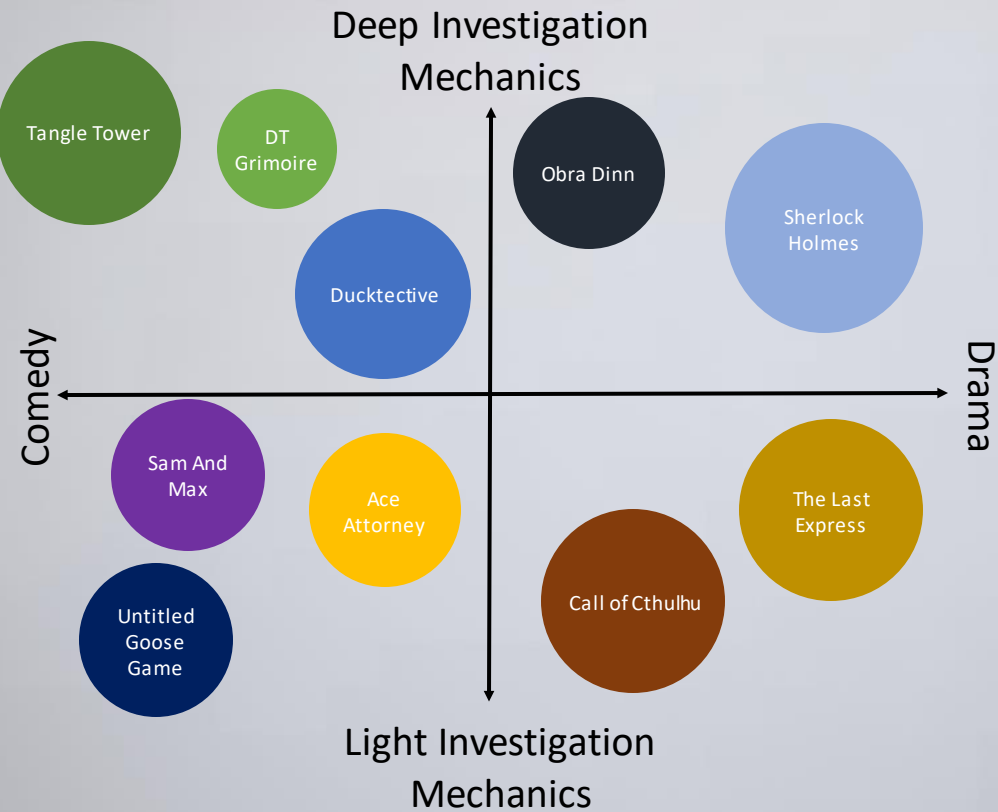
Ducks

How to: Human disguise for ducks



- Play as three ducks under a trench-coat
- Find your own solutions to the mystery
- Protect the Secret and fool the humans

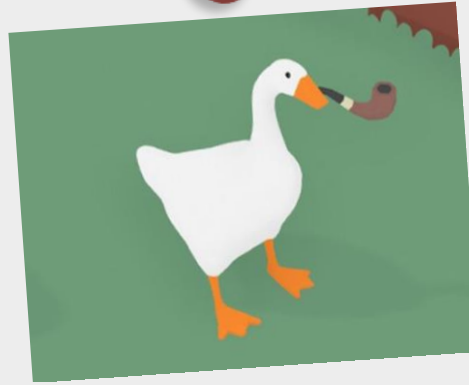
Market Positioning



Targets :

- Players from 10 to 60+
- Mid-Core Gamers
- Mostly Puzzle game or Investigation game players

References



Untitled Goose Game



That level from Astérix PS1



Detective Grimoire



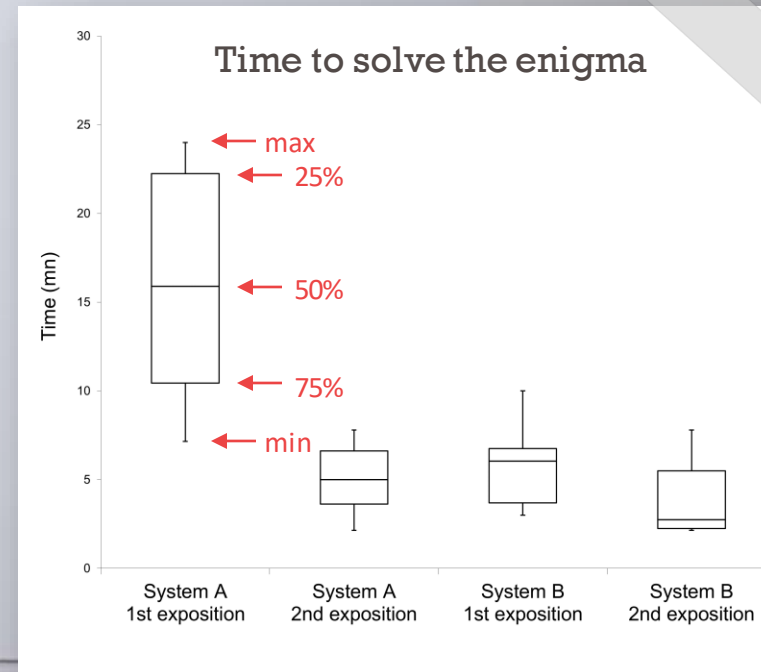
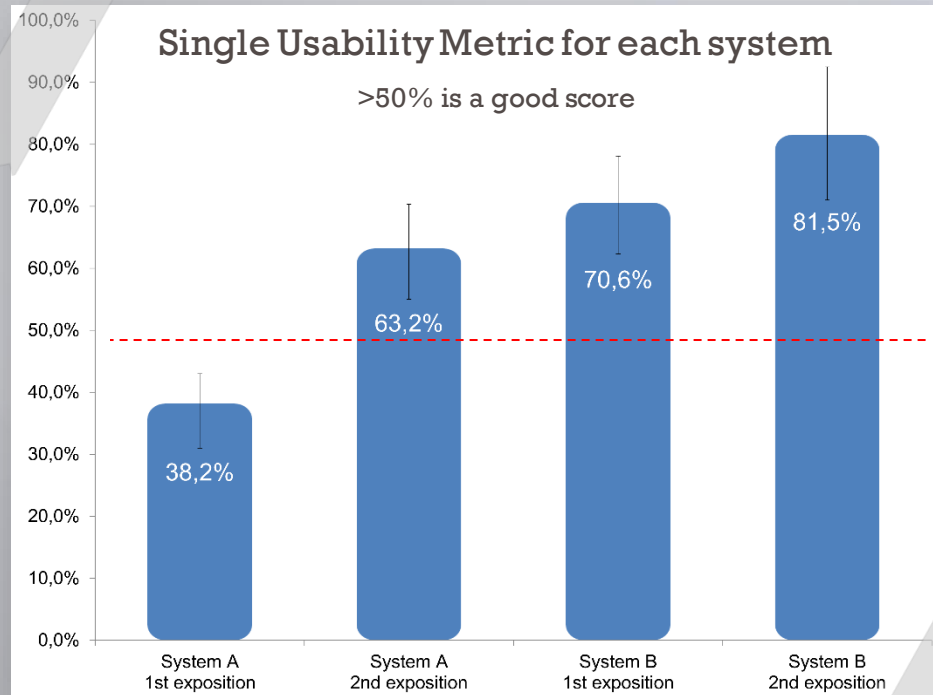
Return of the Obra Dinn



Sam & Max

User Research

- **Game recognition test** to assess prior gaming knowledge
- Playtests on investigation systems
- Fit the behavior of our target



Artistic Direction - Characters -

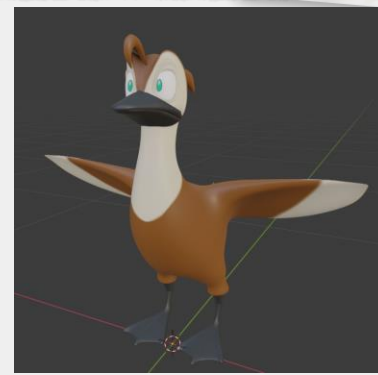
Concept art



References



- Cartoonish-esque vibes.
- Anthropomorphic features for bird characters.
- Silly and cute looking humans to show they are harmless.



- Audio gibberish dialogues
- Sound identity of the three ducks

Artistic direction : world



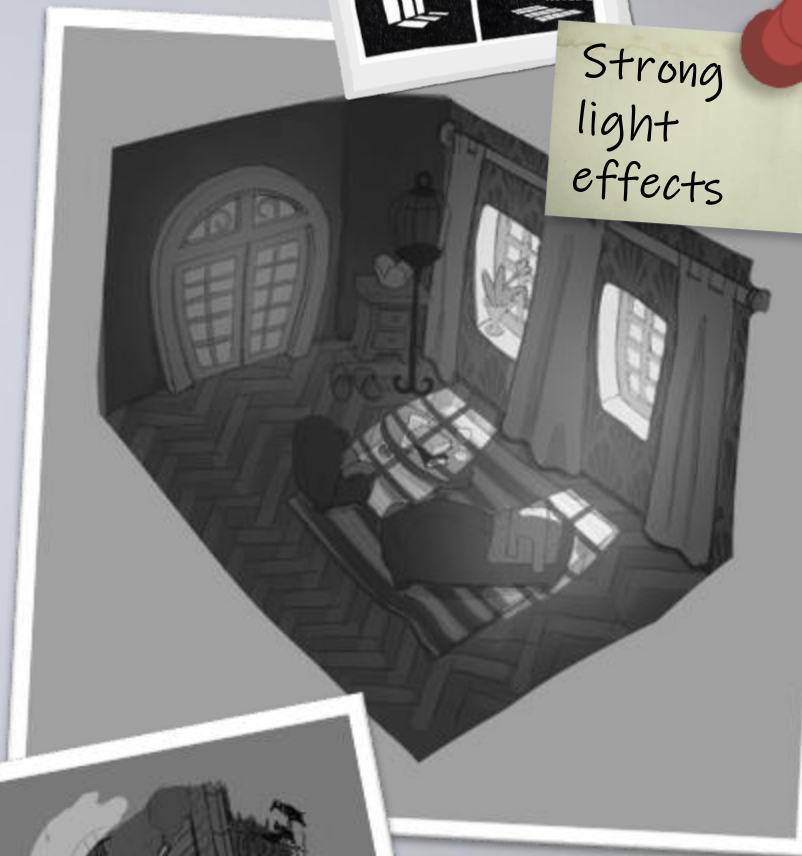
Broken
cartoonish
shapes



- Jazz music style
- Street ambiances



Strong
light
effects





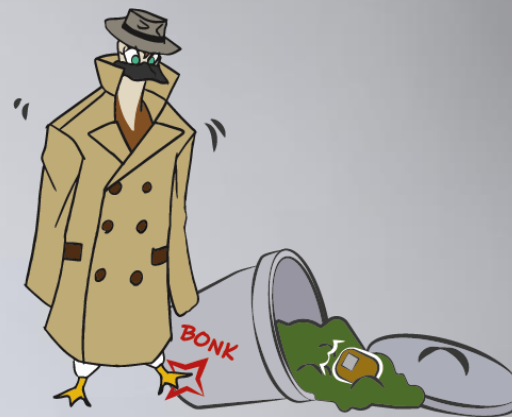
THE DUCK EXPERIENCE

The duck experience

Move around in
the environment



Interact with
objects to find
clues



NEW CLUE!
BLACK
FEATHER



Clumsy ducks

Your ducks can lose balance.

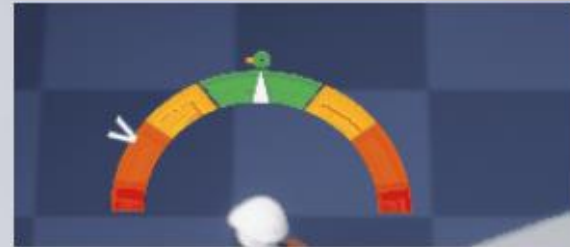


Collisions



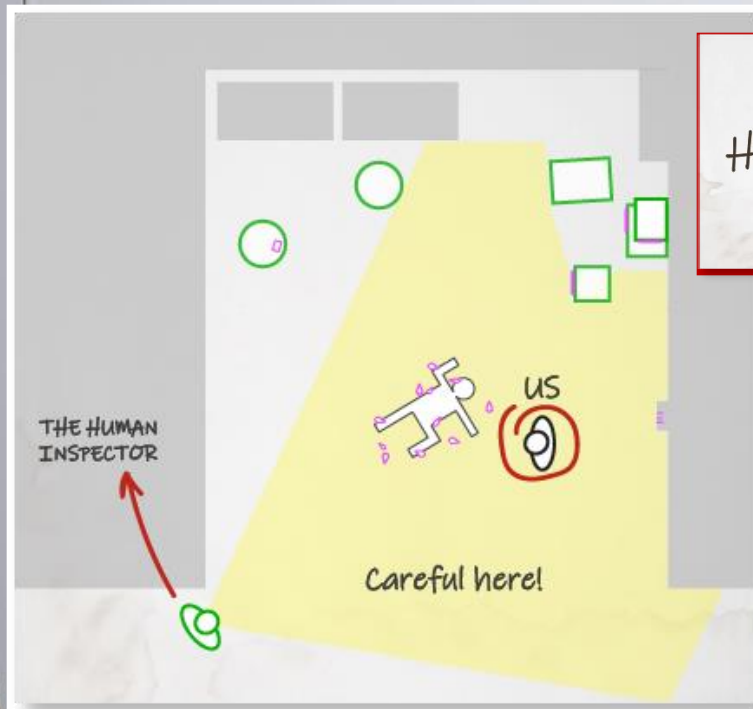
Walking upstairs

In front of a fan ;
Push a fence gate ;
Walk on a slippery surface...



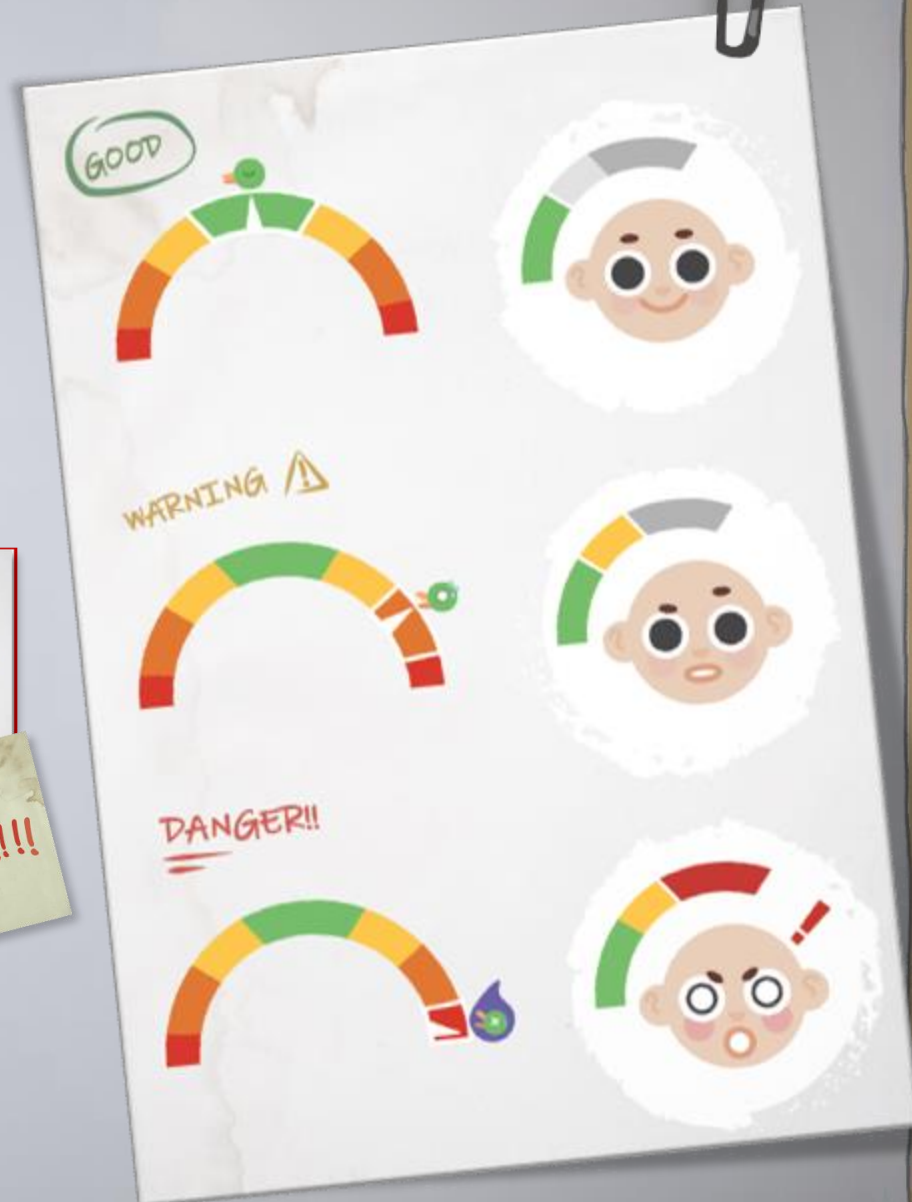
Infiltrate the human world

If the ducks trip, humans get suspicious.



If we fall,
Humans will discover
the Secret

DANGER!!!



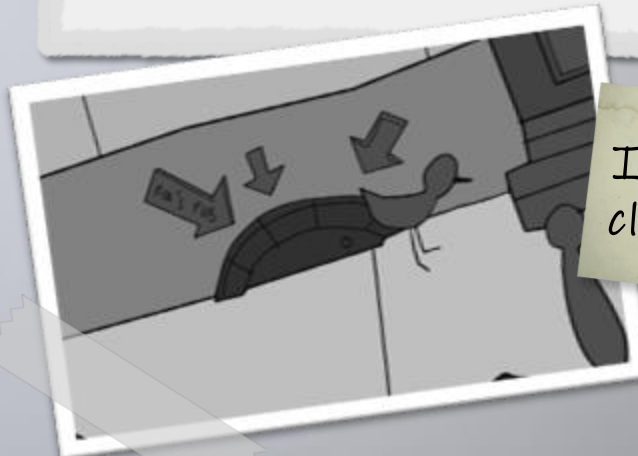
Discover the bird world



Secret bird pub



City street

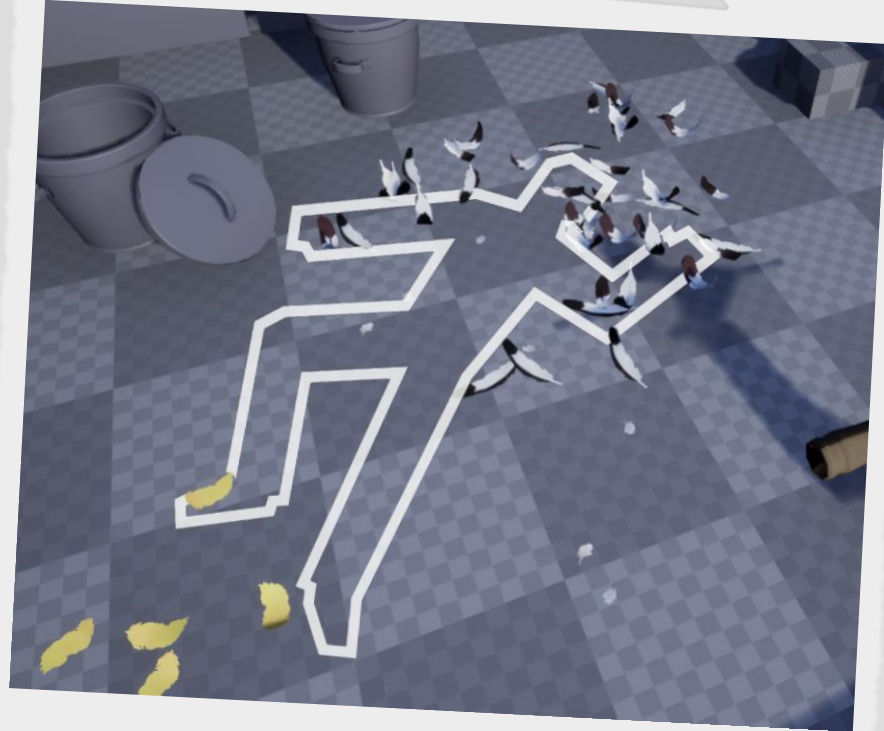


If you look
closer...

A mystery to solve

For the first time in history,
a bird killed a human.

This threatens the Secret.
Chief Pelicano gathers a
unique team to solve the
case.



Meet the ducks



BECKY

JOURNALIST

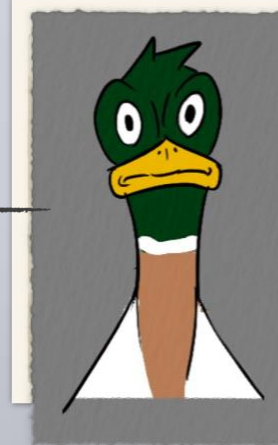
SHE WANTS TO UNVEIL THE
TRUTH AT ALL COSTS



BARRY

DETECTIVE

HE ONLY WANTS TO FIND A
CULPRIT



BUCK

JUNIOR DETECTIVE

HE ONLY TRIES TO UNDERSTAND
THE WORLD



Feel like a detective

For each level, answer to one or two questions

CHIEF PELICANO:

« What happened to Annie the canary? »

CLUES



Bloody feathers



Canary food



Cage



Suction cup



Bedroom window



Black feathers



CLUES



Bloody feathers



Canary food



Cage



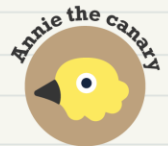
Suction cup



Bedroom window



Black feathers



has been attacked by

has helped

is in love with

CLUES



Bloody feathers



Canary food



Cage



Suction cup



Bedroom window



Black feathers



has been attacked by



Proofs are:

CLUES



Canary food



Suction cup



Bedroom window



YES, BUT...



has been attacked by



Canary food



Bloody feathers

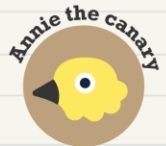


Bedroom window



Proofs are:

APPROVED



has been attacked by



Bloody feathers



Cage



Black feathers



Proofs are:

WHAT??



has eaten



Bedroom window



Canary food



Proofs are:

Story Outline

Multiple
Levels

Important
Cutscene

Master
hypothesis

Investigation

Who is the
culprit?

Find Butcherbird

Pelicano closes
the case

Becky gives
up

Becky is hired by
Big Crow

New investigation

Who is the
culprit?

Final confrontation

Resolution

~20-25 levels

Detective's Note: Detailed report of the events can be found at central office

Vertical slice



1

The crime scene

Find what happened

2

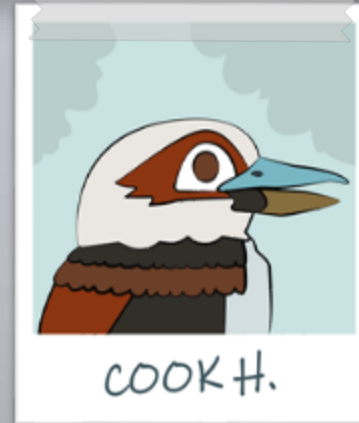
The victim's flat

Interrogate the canary

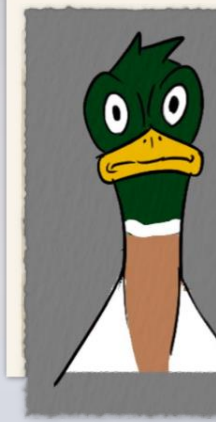
3

Meet Cook Habura

Find info about Butcherbird



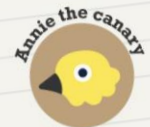
Wrapping up



BECKY

JOURNALIST

SHE WANTS TO UNVEIL THE
TRUTH AT ALL COSTS



Annie the canary

has been attacked by



An unknown suspect

Proofs are:



Bloody feathers



Cage



Black feathers

APPROVED

GOOD



Will you quack the case?





Noé Simon
UR & UX Designer



Léa Ropion
Game Designer



Guillaume David
Game Programmer



Hugo Warion-Saillant
Game Programmer



Pierre Aceituno
Game Producer



Clara Toussaint
UX/UI Designer



Clément Orlandini
Game Designer



Solène Pobelle
Environment Artist



Santiago Revetria
Character Artist



Grégoire Monesma
Sound Designer