

THE DEATH OF FUSE

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INTRODUCTION:

"I could tell by the way the document opened on my screen that they had something to say... The fourteen point size "Another Typewriter" font seemed to jump off the page and straight into my head. This project wasn't like the other ones we'd seen so far...

This one was different..."

--REDACTED--



THE DEATH OF FUSE

The Death of Fuse (working title) is an Alternate Reality Game (ARG) that combines real-world puzzle solving with technology to create a unique experience that encourages exploration and critical thinking.

- Target Audience
 - Students enrolled in 5th through 8th grade.
- Platform
 - Mixed (Mobile & Analog)
- Type
 - Alternate Reality Game (ARG)
- High Concept
 - Solving an IRL murder mystery with the aid of technology.

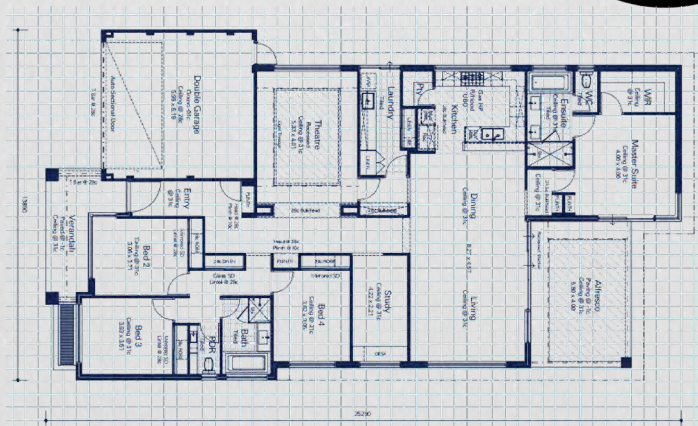
This project has the benefit of not relying heavily upon technology. This opportunity allows our team to put a heavier emphasis on design and playtesting. The shift away from technology also means that students who have not yet gained the required skills to produce programming intensive projects can still be actively involved in the development process. This project is also incredibly scalable. Steps of the mystery can be added/cut as scope demands.

OVERVIEW:

The Death of Fuse (working title) is an Alternate Reality Game (ARG) that combines real-world puzzle solving with technology to create a unique experience that encourages exploration and critical thinking. The game would have players exploring the venue, searching for “crime scenes” that would give them a clue towards solving the grand mystery-- a murder! Each crime scene would have an incriminating piece of evidence, marked with a special symbol (QR Code).

The game will begin with a paper handout describing the current state of the mystery. On the handout, the players will be able to view the current suspects, as well as a map of the venue.

Throughout the venue, there will be various “crime scenes” scattered about. These are small sectioned off areas with a number of items arranged to tell a story. Players are encouraged to walk around the crime scenes, without crossing over the tape. In the process of examining the scene, the players may spot QR code stickers that give them a piece of information about the story.



THE TIME
Saturday, April 24, 2019

Local Benefactor Struck Down

Tragedy struck last October, when local benefactor and hero, Fredrick Ulysses Sampson Edwards, aka FUSE, was struck down in a mysterious series of events. The area's best private investigators are currently scrambling to find new helpers to determine the causes of death. Worst of all... It seems that foul play is suspected. What will become of this mystery? Only time will tell.

MAJOR TASKS:



Narrative Design

This project has a great deal of emphasis placed on narrative. This reliance means that our team will have to work diligently to design a narrative that is cohesive and easy to follow while still maintaining an aura of mystery. In order to make our mystery easier to follow, we will be heavily

relying on the use of noir-film archetypes (the butler, the mobster, etc). Ideally, by using these archetypes along with planning, we can construct a narrative that is suitable for our experience.

Evidence Design

With the initial idea of our project, people will be moving between crime scenes gathering evidence. By scanning QR codes hidden at the various crime scenes, the players will gather clues hinting at who the true murderer is. One of the challenges of this project will be to develop evidence that is simple enough for our target demographic to understand, while also not directly giving away our mystery. These pieces of evidence may be witness testimonies, letters of correspondence, or whatever means will be necessary to tie one narrative element to the next.



Testing and Feedback

A major benefit of our project is the decreased reliance on programming. However, due to the mystery/puzzle nature of our project, we run the risk of creating a mystery with no obvious solution. To remedy this, one of our projects major goals is to hold playtesting sessions to ensure that our

game is properly balanced towards the correct demographics. We will use the data gathered from these playtest sessions to adjust the specifics of our game.

BUDGET:

Since our project has a great amount of scalability, the budget can change based on how much content is needed. Depending on what types of props cannot be made or provided by students, costs between crime scenes may vary.

ITEM	COST	PURPOSE
Crime Scene Props	\$350	Decorate the various crime scenes in interesting ways.
QR Code Stickers	\$10	Holds the links to the evidence of the mystery.
Game Buttons	\$400	Give out to the people who play the game.
Handout Printing	\$300	Tri-fold brochures to provide context to the mystery.

TIMELINE:

Project is Picked Up by IM Department

- Discuss scope of project with faculty.
- Discuss scope of budget with faculty.

Milestone 1, Beginning of Winter Break

- Rough outline of narrative elements.
- Logo, Graphics, and Banner
- Wave 1 of crime scene/evidence design.

Milestone 2, End of February

- Sample construction of crime scenes.
- Survey the venue and find locations for crimes.
- Wave 2 of crime scene/evidence design.

Milestone 3, Week of Fuse

- Final construction of crime scenes.
- Testing and spot fixing with playtest team.