

# The Penne Dreadful Murder

Detective Penelope Scout must solve a murder case in the mysterious, cult-like town of Timsville, run by a man named Tim. Uncover the town's secrets in this point-and-click murder mystery!

This is an overview of my contributions to the project, which was developed in 3 months with a team of 8 designers.

My primary role was project manager; I facilitated collaboration between all disciplines, and learned a lot about each role in the process.

I also designed the UI of the game, and worked with the programmer and narrative designers on structuring the interface in a way that joins mechanics and story.

Last (but not least!) I drew all of the backgrounds, and helped the art team develop a unified vision!

AUTOPSY

ALIBIS

ITEMS

CASE REPORT

NEW YORK ZITI BUREAU OF INVESTIGATIONS

CASE REPORT IN THE DEATH OF ORZO PARMESAN

PRIME MURDER SUSPECT

Stelle Parmesan

CAUSE OF DEATH - EVIDENCE COLLECTION

Orzo Dream Journal

TIME OF INCIDENT

The night before Timsday

LOCATION OF INCIDENT

Orzo's Apartment

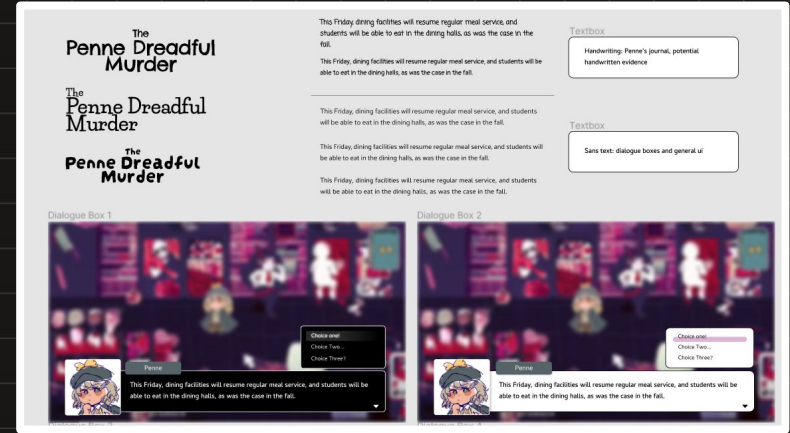
DETAILS OF INCIDENT

Murdered for not attending the Celebration

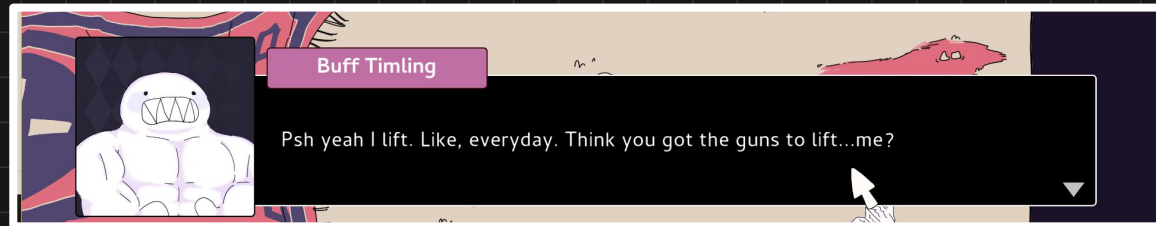
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Above: The Case Report page of the journal, where players submit their answers to the mystery.

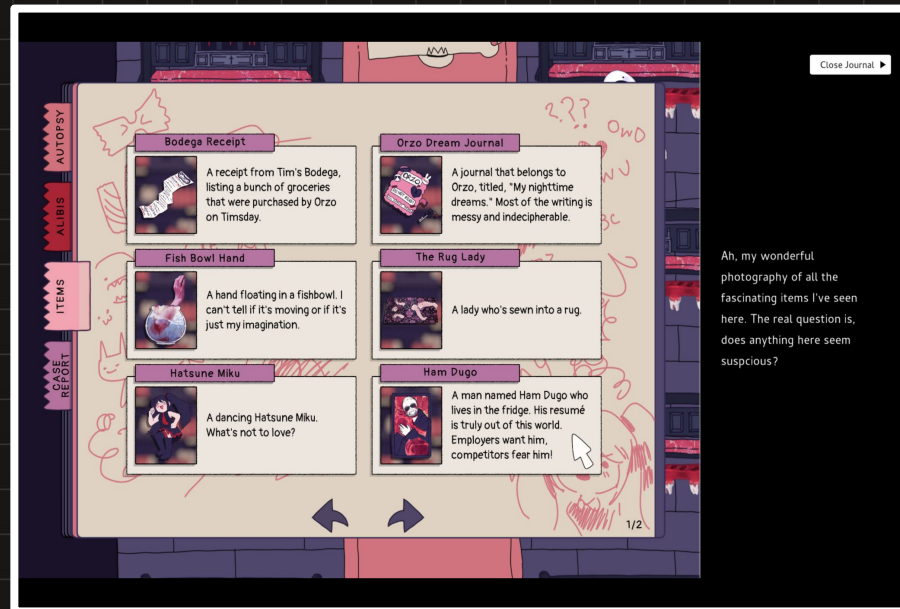
## Dialogue box wireframes



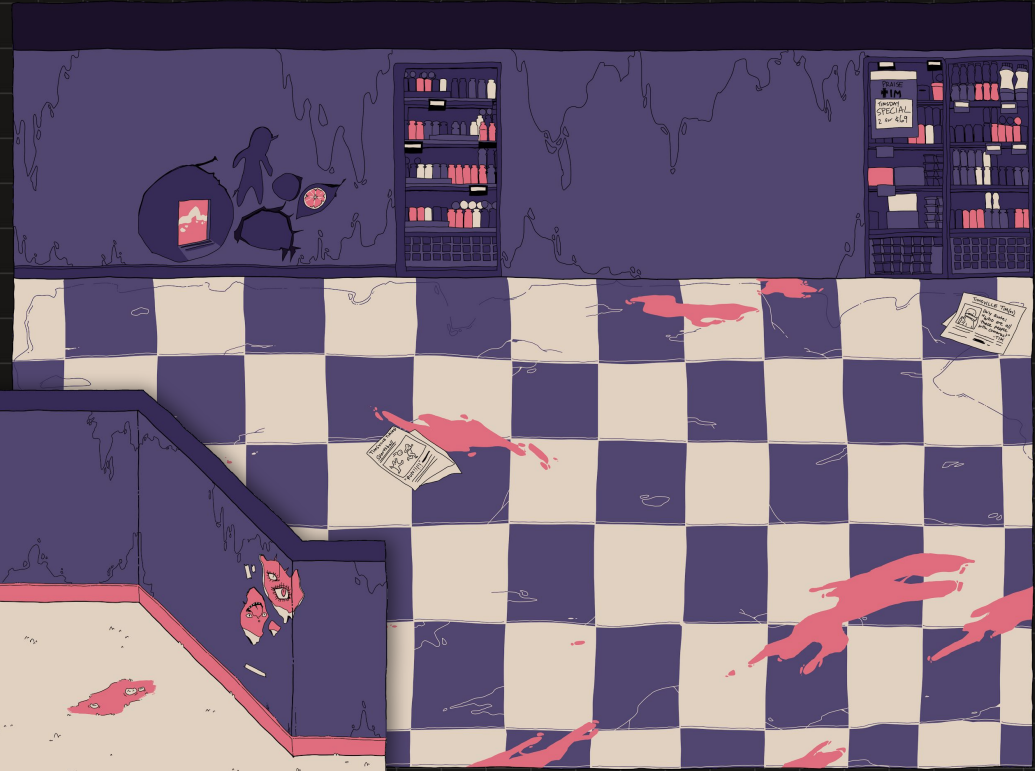
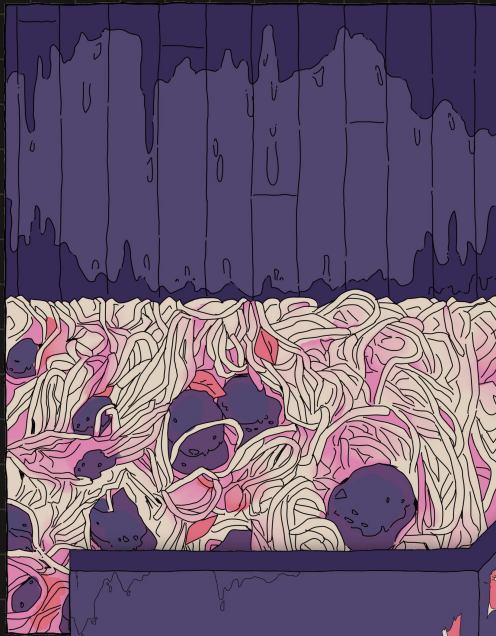
## Dialogue box implementation



The  
Penne Dreadful Murder



Pages of Detective Penne's journal



## Background Art (Empty rooms)

# The Penne Dreadful Murder



A player!! Playing the whole game!!