**Clueless**

Dylan Koch

**Overview:**

Jump into the life of a down-on-his-luck Boston detective, who is one bad case away from losing his beloved position as detective. When you hear word of a murder case that has proven to be unsolvable by even the greatest detective in the office, Matt Maloney, you decide to take the case to prove to your superiors that you belong. Now it is up to you to solve a murder case by means of interrogation, inspecting crime scenes, and gathering all the clues so you can crack the case wide open! Can you find out whodunit, or will you be kicked to the curb, cursed to walk the city as the disgraced detective everyone thinks you are?

**Player:**

In this game you will take control of Detective Barry Bennet, a disgraced detective, desperate for a chance to return to the favor of the public, as well as his colleagues. Though you graduated at the top of your class at the Boston police academy, your success in the classroom unfortunately did not translate to good detective work. Your hypoglycemia has caused you to pass out while chasing down criminals, during meetings, and even on dates. What dreams you had from as a crime-show nut as a kid have now collapsed into the dust that lines your tiny desk, as failed case after failed case has not only caused you to fall from the favor of your colleagues and employer, but you have also lost the respect and trust of the public. Solving the murder of Clara Cartwright is not only your last chance to retain your job, but your last chance at the life you always wanted.

**Your limitations are as follows:**

* A max carry weight of 15 pounds, hey, no one said you were the strongest guy out there right?
* In order to make a proper arrest, you can only be missing one piece of evidence (10 total), so long as that evidence is not the murder weapon
  + Even if you should arrest the right person, the jury will find the defendant innocent under reasonable doubt.
  + NOT FULLY IMPLEMENTED basically, The way the game was designed, you need to see all the clues except the murder weapon, so now there is the mechanic of arresting the wrong person, and the necessity of the murder weapon
* You grow hungry as you go throughout your journey, so you make sure you are well fed

In order to collect clues/information about the case, you will be able to:

* Interrogate witnesses
* Inspect crime scenes/bodies
* Walk around the city of Boston
* Call in an arrest on any of the NPC’s if you think, without shadow of a doubt that they are the culprit\
  + Rather than a call this is just an aspect of the conversation.

**Scoring:**

Every time a new room is discovered the player will receive zero (0) to five(5) points. Successful arrest of the culprit will provide the player fifty (50) points. Calling in the arrest for the wrong man/woman will result in a loss on the game, as well as removal from the force. Total points: 177

**World:**

Your Desk:

You have been placed in the back corner of the office. Yours is an old mahogany desk that was a gift from your mother for all your hard work at the police academy. Your lackluster career can be seen from the lack of items on your desk and amount of dust that can be seen on what you do have. However, there is one item you have not let get dusty, the picture of your mother that you keep at your desk.

* Starting place for the player
* On the desk are the following items:
  + Picture of mother
  + Diploma
  + Letter from the Chief
    - Reveals player’s next destination is to talk to the chief. And allows the player to leave the office
  + Pencil
  + Legal pad
  + Pencil sharpener
  + Eraser
  + Sub Sandwich
* Exit:
  + Get up to **Your** **Office**

Your Office:

A dreary, dark room in the back corner of the Boston police department. This room has long been neglected, as the dust forms a terrible grey coat over everything from your worn out wicker to the lone shelf you were provided in the north-most portion of the room sits your desk.

* On your shelf are the following items:
  + Boston Red Sox Baseball hat
    - Can be put on
  + A commemorative golf ball from a benefit tournament you played in
  + Rubik’s cube
    - Unsolvable
* There is a lamp
* Exits:
  + West to **Office Hallway North**
  + Sit Down to **Your Desk**

Office Hallway North:

You are now at the very back edge of the Boston Police Department. A lone fluorescent light buzzes above struggling to stay lit.

* There is a crumpled piece of paper:
  + Reads “Detective Bennet is a chump”
* A mop/bucket sit in the corner
* Exits:
  + East to **Your Office**
  + South to **Office Hallway**

Office Hallway:

You are now in a narrow corridor connecting the police station to the detective’s offices. To the East is the office of Matt Maloney, the single best detective in the department; and to the West, the office of Chief Derek Dobson. On either door you see an inscription that reads “please knock before entering.”

* Bench
* Painting
  + A copy of the Mona Lisa
* Exits:
  + North to **Office Hallway North**
  + South to **Police Station**
    - The player will be unable to enter the police station before speaking to the Chief
  + East to **Office of Matt Maloney**
    - Will be locked until you have the necessary clue to activate Matt Maloney’s office
  + West to **Chief’s Office**

Chief’s Office:

You are now in the office of Chief Derek Dobson. On the far wall you can see numerous plaques and awards for his efforts as chief. The shelves are lined with legal books, as well as an entire shelf of science-fiction novels (the chief’s guilty pleasure). Attempting to take any item in this room will result in the Chief yelling at them not to touch his things

* Where the player must go to receive the case
  + The player will receive a suggestion to look over the body at the **Morgue**
  + Will grant the player a pager, that will be used to call in the final arrest once they have determined who the culprit is
    - THIS WAS REPLACED WITH A BRANCH IN THE CONVERSATION
* Gold Pen
* Bookshelf
  + Amongst a sea of books the one that catches your eye is:
    - Leather-bound copy of “A Hitch-hikers guide to the Galaxy”
* Small Chair that can be
* Exits:
  + East to **Office Hallway**

Office of Matt Maloney:

The office of the best Detective in the business. Somehow, Matt seems to have twice the awards of the Chief even though he has worked here half as long. Rather than books, the walls are lined with trophy cases of various professional/athletic awards and trophies (including one award for a coding competition).

* Trophy cases:
  + The most notable awards are
    - First Prize in his college coding competition
    - First prize in a local amateur golf tournament
* Leather chair
* This office will remain closed and unavailable until you receive the clue from Frank at **Frank’s Firearms**
* Player must ask Matt about the shotgun to receive the clue to go to the **Harbor** and speak with Will Wallace
* Exits:
  + West to **Office Hallway**

Police Station:

Welcome to the waiting area of the Boston PD. Around you are a cast of characters that are both colorful in attire as well as their language. Seeing as they have all been brought in by your colleagues, they do not take too kindly to your presence.

* Bench
* Front desk with some forms
  + Forms are formal police reports, one of which explaining how the criminal “threw off his groove”
    - Form can be taken
* Exits:
  + North to **Office Hallway**
  + South to **Main Street**

Main Street:

The Boston PD is located right in the middle of Main Street (USA!!). Out here cars race by and you hear the sounds of one party yelling at another, only to be met by a question from the second party asking if they are, in fact, talking to them. These streets don’t bear the kindest people and you find that oddly charming about them. Across the way is a parking garage where most of the detectives/local business owners park their cars. The street stretches on to the East and West, with a crosswalk heading South.

* Trash can
  + Can put things in here
  + When inspected, default will say rotting trash
* Bus station bench
* Empty burger wrapper on the sidewalk
* A half burnt New York Yankees hat
* Exits:
  + East to **Main Street East**
  + West to **Main Street West**
  + North to **Police Station**
  + South to **Parking Garage**

Parking Garage: Main Floor:

The main floor to a rather simple, concrete parking complex. You can see its age, as there is rubble lying about from the decaying ceiling. You see an elevator to the south that leads to the upper and lower floor of the complex.

* Crushed and empty oil can
* Many cars line the parking spots
  + A red Ferrari
    - License plate reads “MMALONEY”
* Exits:
  + North to **Main Street**
  + South to **Elevator**

Parking Garage: Top Floor:

You can see for miles up here! ... At least you probably could if this wasn’t a city. You chuckle to yourself as you find your humor oh so amusing! Joking aside there is little on this top floor aside from a vending machine with five boxes of gummi candy

* Crumpled soda can
* Spare tire
* Tire iron
* Amongst the rows of cars you notice
  + A yellow Volkswagen Beetle
    - License plate “DEREKNDOMINOS”
* You can unpack gummi candi (red, blue, greengo )
* Exit:
  + South to **Elevator**

Parking Garage: Underground:

This is the cold, dark, dreary basement of the old parking garage. In the corner you see what will be described for the children in the room as a “Lady of the Night.”

* Trash can
  + Contains used tissue
* Apple core
* Amongst the few cars there is yours:
  + Tan Chevy Venture Minivan
    - License plate “SANDY”
* Interacting with the Lady of the Night will result in the player being told to go away or pay up
  + If you have received the clue from Club Mal’s security footage, you will know to show her your badge
    - Receive next clue: a receipt from Bob’s Bistro
* Exit:
  + South to **Elevator**

Elevator:

You are in the elevator of the parking garage. In front of you are a series of rather dim buttons, each corresponding to one of the parking garages floors.

* Buttons:
  + 1/ north to **Parking Garage: Underground**
  + 2/ north to **Parking Garage: Main Floor**
  + 3/ north to **Parking Garage: Top Floor**

Main Street West:

The far west dead end of main street…Wait isn’t this a city? Why is there a dead end here when you can see buildings in the distance? …well never mind it’s a dead end nonetheless. To the South is the Morgue where all the bodies of murder victims are held, and to the North a dark Alleyway with a feint Red light.

* A pamphlet rests on the ground
  + Reads “Don’t miss out on the opportunity to view the 1980 classic *the Blues Brothers* This Friday at Movies 13!!!”
    - This is your favorite movie
* Exit:
  + North to **Dark Alley**
  + South to **the Morgue**

Morgue:

This place has always given you the creeps. Welcome to the Morgue, a place that stinks of formaldehyde and rotting flesh. On the table in front of you is the body of a woman.

* There is a small chair
* Labcoat
* There is a shelf of books
  + Most of the medical book titles go over your head, except for small section dedicated to the Harry Potter book series
* Inspecting the body will yield a clue; the wound is filled with birdshot, common ammunition fired from a shotgun.
  + This will make the player think to go to Frank’s Firearms.
* Exits:
  + North to **Main Street: West**

Dark Alley:

The red light you saw before was a Neon sign for a local nightclub, Club Mal…not the most inviting name to match a not so inviting atmosphere. In the corner of you eye you catch a glimpse of something shiny amongst the garbage.

* Inspecting the garbage will result in the player finding a square key.
  + This will be needed to unlock the back room of Club mal
* Exits:
  + West to **Club Mal**
  + South to **Main Street West**

Club Mal:

The room is filled with dancing young adults as the DJ is blasting the Song “Spooky Scary Skeletons,” a song that has recently gained a ton of popularity. To the West you can see an unmarked door.

* On the ground is a used free drink voucher
* One sticky chair just off the dance floor
* There are posters of some of the big name acts Club mall has hosted:
  + Posters range from classics like Aerosmith to MC Hammer
* Inspecting the door will reveal that it is locked
  + Unlocked with the square key
* Exits:
  + West to the **Back Room**
    - Requires square key
  + East to **Dark Alley**

Back Room:

You close the door behind you and realize that you are in the Security room for Club Mal. All around you are monitors for all the security cameras. You notice there is a security tape from about two months ago on the far left monitor, labeled with the night of the murder.

* Post it note that reads
  + Remember to lock door
* Inspecting the Security monitor allows the player to see a tape in which Clara can be seen walking away with a dark figure. They pass a Lady of the night whom you recognize, perhaps because you park next to her every day.
  + This clue should get the player to go to the parking garage
* Exit:
  + East to **Club Mal**

Main Street East:

The East edge of Main Street. To the East Main Street becomes Harbor Street. To the South you see Frank’s Firearms, a local shop that sells…well…firearms. To the North you see a local Italian restaurant, Bob’s Bistro.

* Playbill
* Exits:
  + North to **Bob’s Bistro**
  + South to **Frank’s Firearms**
  + East to **Harbor Street**

Frank’s Firearms:

Frank’s Firearms is a gun shop that desperately wants to be a hunting hot-spot, as is made evident by all the deer themed posters that line the walls of the store. Bu alas, Frank decided to open his store in a city where wildlife is, shall we say, scarce. Yet he has managed to stay afloat by selling firearms to local gun enthusiasts, as well as providing to Boston PD with rounds for their weapons.

* Asking about shotgun sales will reveal that only one has been sold in the past few months, to Matt Maloney.
  + This will give the player to ask matt about the shotgun, thus allowing the player to enter his office
* Exit:
  + North to **Main Street East**

Bob’s Bistro:

Welcome to the World renowned Bob’s Bistro. I a city filled with seafood, it is nice to have a restaurant that specializes in beef dishes. The aroma of the restaurant is titillating to say the least. A flood of memories of all the meals you have had here come to mind. There is a Maître d’ that awaits all incoming customers.

* Speaking to the Maître d’ about the receipt will allow the player to go to Bob’s office, which is to the North to ask about customers that night.
* Exits:
  + North to **Bob’s Office**
    - Prompted by Maître d’
  + South to **Main Street East**

Bob’s Office:

Welcome to the Office of Robert “Bob” Bacchi. You can see that Bob is a true lover of food, as he in not only the owner, but the Executive chef of his establishment. Lining the walls of his office are various food magazines, as well as a diploma from the Culinary Institute of America.

* Speaking to Bob about the receipt will reveal that the records of the customers of that night were accidentally destroyed when his daughter, Gina, accidentally spilled wine all over them. However, he does know of one customer who was there that night around the same time as Clara: his good friend Myrtle.
  + This will prompt the player to find Myrtle to see if she knows anything about Clara’s mystery man
* Exit:
  + South to **Bob’s Bistro**

Harbor Street:

Welcome to Harbor Street: a North/South stretching road that leads to the harbor. To the North is the Harbor itself, and to the South, the Harbor Street Bridge.

* Half eaten sandwich
* Exits:
  + North to the **Harbor**
  + South to the **Harbor** **Street** **Bridge**
  + West to **Main Street East**

Harbor:

The scent of fish and chum smacks you in the face as you grow ever closer to the waters. Every moment you spend here grows tougher, as you are terrified of the sea, seeing as you are unable to swim. As you look around you see many empty docks, implying how everyone must already be out fishing for the day. You see but one dock worker still around, sitting in a chair eating his lunch.

* Barrel
* Dead fish
* Empty chip bag
* Scuba shoes
* Tuna sandwich
* This is the worker Matt Maloney told you about, Will Wallace. When asked about the local hunting club he will reveal that he lost the shotgun, and last saw it at club mal.
  + This will grant the player access to Club Mal
* Exit:
  + North to the water
    - The player will drown and die, ending the game.
  + South to **Harbor Street**

Water:

You are unable to swim; this is the end of Detective Barry Bennet…

* Exit (Until game completion)
  + South to **Harbor**
  + EXIT REMOVED

Harbor Street Bridge:

A beautiful stone bridge that stretched over a channel of water, you can see plenty of young couples on the bridge taking in the view with their significant other, and like to think you will be here someday with a woman of your own.

* Exits:
  + North to **Harbor Street**
  + South to **Harbor Street South**

Harbor Street South:

The South end of Harbor Street. To The West lies Myrtle’s Medicine, a local drug store, and to the East is the entrance to a new gated living area, Boston Commons.

* Exits:
  + North to the **Harbor Street Bridge**
  + East to **Boston Commons: Gate**
  + West to **Myrtle’s Medicine**

Myrtle’s Medicine:

Welcome to the only drug store in the area, and as such you can imagine Myrtle does rather well for herself. The aisles ae lined with every over the counter medicine you can imagine. Myrtle, being the passionate business owner she is, man’s the front desk awaiting any customer questions. On the counter is a small box of candy bars that Myrtle likes to give those who take the time to talk to her. To the west a safe can be seen, it is locked but can be opened by a special key

* Asking Myrtle about Clara will reveal that she and Clara were in fact very close, she even still has a spare master key to Clara’s house, a building that surprisingly no one in the police department even bothered checking, in her safe.
  + This will grant the player a key to the safe (the triangle key.)
* The player can take two candy bars from Myrtle’s desk
* Exits:
  + Open to **Myrtle’s Safe**
    - Requires triangle key
  + East to **Harbor Street South**

Myrtle’s Safe:

A small room that separates Myrtle’s safe from the rest of the store. The safe contains but a few very important items. The contents include a key to Clara’s house, as well as some important documents about Myrtle’s business.

* The player can take the House Key, but if they try to take the files a voice will yell at them saying they are a detective, not a thief.
* Exit:
  + Close to **Myrtle’s** **Medicine**

Boston Commons: Gate:

The entrance to the gated community Boston Commons. The Gate is a bright Bronze color, the reflection of which hurts your eyes to stare at for too long but you find it hard to look away from its glorious shine. The attendant will not let anyone in or out of this community without proper cause or identification.

* The player must interact with the attendant and show them their badge in order to be allowed to enter Boston Commons.
* Exits:
  + East to **Koch Court**
    - Show badge
  + West to **Harbor Street**

Koch Court:

As Boston commons is a rather new facility, you are now standing on the only road in the area, named for this neighborhoods creator. To the East is the local park designed by local landscaper Gus Grossman, and to the North, Koch Court North, which leads to the houses of the only two residents.

* Exits:
  + East to **Boston Commons: Park**
  + West to **Boston Commons: Gate**
  + North to **Koch Court: North**

Boston Commons Park:

This park seems a bit out of place in this part of the city, but it is nonetheless beautiful. A field of lush grass stretches with a playground, and a pavilion, where you can see the local college having their annual scavenger hunt.

* Purely for some aesthetic
* Potted plant
* Exit:
  + West to **Koch Court**

Koch Court North:

The end of what has been complete of Koch Court. As of now there are only two houses: to the North, the former home of Clara Cartwright, and to the West, the home of Parker Pinkerton. To the West you see an open maintenance shed.

* Exits:
  + North to **Clara Cartwright’s house**
    - Locked-unlockable with House Key
  + East to **Parker Pinkerton’s house**
    - Must have Spare Key & examine the journal
  + West to **Maintenance Shed**
  + South to **Koch Court**

Maintenance Shed:

A bland shed, the contents of which are almost entirely useless to you unless you intend to take up gardening. There is a small stainless steel lunch pail in the corner of the shed.

* Open Lunch pail
  + A PB&J sandwich sits inside that can be taken
* Exit:
  + East to **Koch Court North**

Home of Clara Cartwright:

You now stand in the middle of the house of now deceased Clara. In front of you is a set of stairs that go upwards to a small hallway. To the East is Clara’s kitchen, and to the West, her Living Room.

* Exits:
  + Up to the **Upstairs**
  + East to **Clara’s Kitchen**
  + West to **Clara’s Living Room**

Clara’s Kitchen:

Clara had a rather small kitchen, but it is perfectly functional. You can see dishes left from before her untimely end, and her shopping list on the counter, next to an apple and a jar of peanut butter.

* Inspecting Clara’s grocery list will result in the player realizing that she needed to restock on pretty much everything, and planned to do so the next day.
* You can take the apple and peanut butter
* Exit:
  + West to **Home of Clara Cartwright**

Clara’s Living Room:

The living room is rather simple, but elegantly put together. The couches and chairs form a very open setting allowing for guest entertainment, and a TV sits above her fireplace. On the table sits a TV guide, and all around you are scattered Romance novels.

* Looking at the TV guide will reveal a highlight on a movie that was going to air at midnight on the night of her murder: Clue
* Exit:
  + West to the **Home of Clara Cartwright**

Clara’s Upstairs:

Clara’s Upstairs is a small hallway with only one room: her bedroom at the far North end.

* Exits:
  + Down to **Home of Clara Cartwright**
  + North to **Clara’s Bedroom**

Clara’s Bedroom:

Welcome to the bedroom of Clara Cartwright. Like you, Clara seemingly never makes her bed. You let out a small chuckle when you think of all the times you’ve argued with your friends over such a topic. Next to Clara’s bed, you notice a small journal, open to the last page, as well as a key.

* Inspecting the journal reveals that on the night of her murder, Clara was to go on a date with her Neighbor
  + This prompts the player to go to Parker’s house
* The key is in fact a spare key to Parker’s house
* Exit: South to **Clara’s Upstairs**

Home of Parker Pinkerton:

Welcome to the home of Parker Pinkerton. To the West lies the entrance to his Parlor, which acts as a connecting room all the other parts of his house. The walls of his entrance are lined with photos of himself, and members of his family. Parker Pinkerton is here.

* Exits:
  + East to **Parker Pinkerton’s Parlor**
  + West to **Koch Court: North**

Parker Pinkerton’s Parlor:

Welcome to the parlor of Parker Pinkerton. This is the center room of the house, which perhaps would function better as on open hallway junction, as it shoots off to all the other rooms of the house. To the North lies Parker’s study, to the West his Bedroom, and to the South, his Kitchen.

* Exits:
  + North to **Parker Pinkerton’s Study**
    - Can be unlocked with Parker’s Key
  + South to **Parker Pinkerton’s Kitchen**
  + East to **Parker Pinkerton’s Bedroom**

Parker Pinkerton’s Bedroom:

Though the bedroom is rather small, it is absolutely covered in band posters. Anything from Pink Floyd, to Stevie Ray Vaughan, to even a movie poster for the original Blues Brothers movie, it is evident that Parker shares your interest in music. On shelf next to you, amongst all his CD’s lies a key.

* Player can take the key
  + Named Parker’s Key
* Exit:
  + West to **Parker Pinkerton’s Parlor**

Parker Pinkerton’s Kitchen:

This kitchen is much larger than the one in your flat, complete with an oven, refrigerator, sink, and an island. On the island sits a plate of freshly baked chocolate chip cookies.

* Taking this plate of cookies grants you 3 cookies
* Exit:
  + North to **Parker Pinkerton’s Parlor**

Parker Pinkerton’s Study:

This study is incredibly warm and inviting, with a beautiful red carpet, a fireplace and velvet chair behind Parker’s Redwood desk. The room is lined with pictures of Parker’s hunting trips, culminating in the head of a 12 point buck mounted above his fireplace. On the desk sits a shotgun.

* Inspecting the shotgun will reveal it is a 20-gauge that has golden inlay in the butt.
  + This is the final clue, call in parker’s arrest now.
* Exit:
  + South to **Parker Pinkerton’s Parlor**

**Item List:**

**NPC List:**

* Matt Maloney-Office of Matt Maloney
* **Chief** Derek Dobson- Chief’s Office
* Lady Of the Night-Parking Garage-Parking Garage Underground
* Maître d’- Bob’s Bistro
* **Bob** Bacchi- Bob’s Office
* Frank- Frank’s Firearms
* Will Wallace- Harbor
* Myrtle Mello- Myrtl’e Medicine
* Gate Attendant- Boston Commons: Gate
* Parker Pinkerton- Home of Parker Pinkerton.

**Sequence of Clues:**

1. Chief informs you to go to the Morgue-**Chief’s Office**
2. The body inspection makes you wonder who bought a shotgun(murder weapon)-**Morgue**
3. Frank the firearm dealer tells you the only member of the club he remembers is Matt Maloney-**Frank’s Firearms**
4. Matt Maloney tells you to talk to Will Wallace at the Harbor-**Office of Matt Maloney**
5. Will Wallace gives you a Club Mal membership card-**Harbor**
6. Security footage shows Lady of the night observe Clara with a strange man-**Back Room**
7. Lady of the Night give’s you culprit’s wallet, has a receipt to Bob’s bistro-**Parking Garage: Underground**
8. Bob tells you to talk to Myrtle who was at the restaurant at the same time-**Bob’s Office**
9. Myrtle gives you Clara’s house key-**Myrtle’s Safe Room**
10. Clara’s bedroom has a key to parker’s house and a journal entry that says she was out with him that night-**Clara’s Bedroom**
11. Parker’s study has the murder weapon-**Parker Pinkerton’s Study**

ITEMS:

|  |  |  |
| --- | --- | --- |
| **Name:** | **Weight:** | **Location:** |
| Picture frame | 1 | Your desk |
| Diploma | 1 | Your desk |
| Letter | 1 | Your desk |
| Pencil | 0.5 | Your desk |
| Legal Pad | 1 | Your desk |
| Eraser | 0.5 | Your desk |
| Sub Sandwich | 2 (20 food) | Your desk |
|  |  |  |
| Boston Red Sox Hat | 2 | Your office |
| Golf ball | 0.5 | Your office |
| Rubik’s Cube | 1 | Your office |
| Lamp | 20 | Your office |
| Shelf | 20 | Your office |
|  |  |  |
| Crumpled piece of paper | 0.5 | Office Hallway North |
| Mop | 2 | Office Hallway North |
| Bucket | 4 | Office Hallway North |
|  |  |  |
| Bench | 20 | Office Hallway |
| Painting | 10 | Office Hallway |
|  |  |  |
| Golden pen | 2 | Chief’s Office |
| Bookshelf | 20 | Chief’s Office |
| Small chair | 20 | Chief’s Office |
|  |  |  |
| Trophy case | 20 | Office of Matt Maloney |
| Leather chair | 20 | Office of Matt Maloney |
| Peanut Butter Cups | 1 | Office of Matt Maloney |
|  |  |  |
| Bench | 20 | Police Station |
| Front Desk | 20 | Police Station |
| Police Report | 2 | Police Station |
|  |  |  |
| Trash can | 20 | Main Street |
| Bus station bench | 20 | Main Street |
| Burger wrapper | 1 | Main Street |
| Yankees hat | 1 | Main Street |
|  |  |  |
| Oil can | 2 | Parking Garage: Main |
| Red Ferrari | 20 | Parking Garage: Main |
|  |  |  |
| Soda can | 2 | Parking Garage: Top |
| Spare tire | 7 | Parking Garage: Top |
| Tire iron | 5 | Parking Garage: Top |
| Volkswagen beetle | 20 | Parking Garage: Top |
| Vending machine | 20 | Parking Garage: Top |
| Green gummi | 1 (15 food) | Vending machine |
| Blue gummi | 1 (15 food) | Vending machine |
| Red gummi | 1 (15 food) | Vending machine |
|  |  |  |
| Steel trash can | 20 | Parking Garage: Underground |
| Used tissue | 0.5 | Parking Garage: Underground |
| Apple core | 1 | Parking Garage: Underground |
| Minivan | 20 | Parking Garage: Underground |
|  |  |  |
| Pamphlet | 1 | Main Street West |
|  |  |  |
| Small chair | 20 | Morgue |
| Bookshelf | 20 | Morgue |
| Lab coat | 4 | Morgue |
| Corpse | 20 | Morgue |
| Donut | 1 | Morgue |
|  |  |  |
| Pile of garbage | 20 | Dark Alley |
| Square Key | 0.5 | Pile of garbage |
|  |  |  |
| Drink voucher | 0.5 | Club Mal |
| Chair | 20 | Club Mal |
| Wall of posters | 20 | Club Mal |
|  |  |  |
| Post it note | 0.5 | Back Room |
| Security monitor | 20 | Back Room |
|  |  |  |
| Playbill | 1 | Main Street East |
|  |  |  |
| Half eaten sandwich | 1 (10 food) | Harbor Street |
|  |  |  |
| Barrel | 10 | Harbor |
| Dead fish | 2 | Harbor |
| Scuba shoes | 4 | Harbor |
| Empty chip bag | 1 | Harbor |
| Tuna sandwich | 1 (15 food) | Harbor |
|  |  |  |
| Box of chocolate | 20 | Myrtle’s Medicine |
| Dark chocolate | 1 (10 food) | Myrtle’s Medicine |
| Milk chocolate | 1 (10 food) | Myrtle’s Medicine |
|  |  |  |
| House key | 0.5 | Myrtle’s Safe |
| Documents | 20 | Myrtle’s Safe |
|  |  |  |
| Potted plant | 5 | Boston Commons: Park |
|  |  |  |
| Lunch pail | 5 | Maintenance Shed |
| Sandwich | 2 (15 food) | Maintenance Shed |
|  |  |  |
| Peanut butter | 2 (10 food) | Clara’s Kitchen |
| Apple | 2 (10 food) | Clara’s Kitchen |
| Grocery list | 1 | Clara’s Kitchen |
|  |  |  |
| T.V. guide | 3 | Clara’s Living Room |
|  |  |  |
| Journal | 4 | Clara’s Bedroom |
| Circle key | 0.5 | Clara’s Bedroom |
|  |  |  |
| Parker's key | 0.5 | Parker Pinkerton’s Bedroom |
|  |  |  |
| Plate of cookies | 20 | Parker Pinkerton’s Kitchen |
| Chocolate chip cookie | 1 | Parker Pinkerton’s Kitchen |
| Sugar cookie | 1 | Parker Pinkerton’s Kitchen |
| Peanut butter cookie | 1 | Parker Pinkerton’s Kitchen |
|  |  |  |
| Shotgun |  | Parker Pinkerton’s Study |

**Features:**

* **NPCs:** This game has a cast of characters that need to be interrogated to find the clues.
* **Shops:** I have characters that sell food as well as a vending machine
  + Axed because the other three features gave me the necessary points.
* **Elevators:** The parking garage will utilize an elevator
* **Appearing Exits:** There are rooms that I do not want accessible before a line of dialogue has occurred. Ex-Matt Maloney’s office will remain inaccessible until the player talks to Frank about the shotgun.

**NPC Conversation Chains:**

Matt Maloney:

*Key: hi*

Matt Maloney: Hey Barry! What can I do ya for?

1. Is that your Ferrari in the parking garage?
2. Any Idea who killed Clara?
3. Frank tells me you purchased a shotgun recently?
4. Arrest

*Key: hia*

Matt Maloney: Yea, a result of last years bonus, she’s a beauty isn’t she?

1. Yea she is!
2. …I hate you…

*Key: hiaa*

Matt Maloney: Thanks Detective! **Goodbye.**

*Key: hiab*

Matt Maloney: Well That was aggressive… **Goodbye.**

*Key: hib*

Matt Maloney: Sorry partner I have no clue! **Goodbye.**

*Key: hic*

Matt Maloney: Yea, what about it?

1. Do you still have it?
2. You killed Clara!

*Key: hica*

Matt Maloney: No it was a gift for a local hunter, Will Wallace. He runs the local hunting enthusiast group here in town. You should ask him about it, he works down at the harbor; just tell him I sent ya! **Goodbye.**

*Key hicb:*

Matt Maloney: What!? With all due respect, detective, I think you’ve gone nuts! **Goodbye.**

*Key: hid*

Matt Maloney: You can’t be serious…

1. Deadly serious.
2. Gotcha!

*Key: hida*

Matt Maloney: “You’ll regret this, Bennet!” **Goodbye.**

* This results in a loss

*Key: hidb:*

Matt Maloney: Whew…Don’t do that! **Goodbye.**

Chief Derek Dobson:

*Key: hi*

Chief Dobson: What do you want Bennet?

1. I just wanted to say hi…
2. You left a note on my desk, sir?
3. Do you like me?
4. Arrest

*Key: hia*

Chief Dobson: I don’t have time for hello’s Bennet. **Get out.**

*Key: hib*

Chief Dobson: Yes there’s been a murder, Clara Cartwright. Every other detective has tried this case but the trail went cold. I’m giving you this case as a last chance. Solve it or your fired, now get yourself to the morgue to examine the body.

1. Yes, sir.

*Key: hiba*

Chief Dobson: Good. **Get out.**

*Key: hic*

Chief Dobson: You still have a job, don’t you?

1. Yes, sir.
2. No, like…Do you like me?

*Key: hica*

That’s what I thought. **Get out.**

*Key: hicb*

Chief Dobson: … **Get out.**

*Key: hid*

Chief Dobson: …That’s not funny, Bennet…

1. It’s no joke sir, you’re under arrest
2. …sorry…

*Key: hida*

Chief Dobson: I almost feel sorry for you. **Get out.**

* Results in loss

*Key: hidb*

Chief Dobson: You’re a mess, Bennet. **Get out.**

Lady of the Night:

*Key: hi*

Lady of the Night: Well what’s it gonna be?

1. …I’m sorry?
2. Cut it lady! Spill the beans.
3. Show badge
4. Arrest

*Key: hia*

Lady of the Night: Good God, don’t you know who I am? Wait are you a cop?

1. Yes
2. No

*Key: hiaa*

Lady of the Night: Then we have no business, **Get lost!**

*Key: hiab*

Lady of the Night: Nice try sweetheart, you’re a terrible liar! **Get lost!**

*Key: hib*

Lady of the Night: Spill the beans, who says that anymore? **Get lost!**

*Key: hic*

Lady of the Night: Geeze, take it easy! What do you want to know?

1. What is your actual name?
2. What were you doing outside of Club Mal on the night of Clara’s Murder?
3. Am I pretty?

*Key: hica*

Lady of the Night: …That’s your question?

1. You’re darn right!

*Key: hicaa*

Lady of the Night: …Mary… **Get lost!**

*Key: hicb*

Lady of the Night: Working…Why?

1. Clara Cartwright was seen with a suspicious figure and she passed you.
2. …I don’t know…I didn’t think I’d get this far…

*Key: hicba*

Lady of the Night: Yea, so? All I got from them was the guys wallet. And all it had was this receipt. Here take it. **Get lost!**

* Gifts player the receipt clue

*Key: hicbb*

Lady of the Night: I thought as much. **Get lost!**

*Key: hicc*

Lady of the Night: …Um…You’re beautiful..? **Get lost!**

*Key: hid*

Lady of the Night: You got nothing on me!

1. You killed Clara! Come with me!
2. …Man do I need a better poker face…

*Key: hida*

Lady of the Night: Good lord kid… **Get lost!**

* Results in loss.

*Key: hidb*

Lady of the Night: You’re a terrible detective. **Get lost!**

Maître d’:

*Key: hi*

Maître d’: Good evening sir, how can I be of service?

1. Do you recognize this receipt?
2. Table for one please!
3. Arrest

*Key: hia*

Maître d’: I don’t handle receipts, sir.

1. Show badge
2. It’s evidence in a murder case.
3. Ok, sorry to bother you!

*Key: hiaa*

Maître d’: Very shiny sir. **Please come again.**

*Key: hiab*

Maître d’: Oh well in that case perhaps you would like to speak with the owner?

1. Yes
2. No

*Key: hiaba*

Maître d’: Excellent, his office is just north of us! **Please come again.**

*Key: hiabb*

Maître d’: …I...I’m not sure what you want from me… **Please come again.**

*Key: hiac*

Maître d’: Not trouble at all, sir! **Please come again.**

*Key: hib*

Maître d’: Well we are booked solid for the next 5 years, so I can pencil you in for May 4th, 2022! **Please come again.**

*Key: hic*

Maître d’: Well I demand an explanation!

1. I’ve decided through my investigation that you killed Clara Cartwright.
2. It’s a joke…geeze…

*Key: hica*

Maître d’: We shall see about that, detetctive! **Please come again.**

* Results in a loss.

*Key: hicb*

Maître d’: Ah yes…very good sir. **Please come again.**

Bob Bacchi:

*Key: hi*

Bob: Well hello detective! To what do I owe the pleasure? Bad meatball?

1. Bad meatball?
2. Wait…you think it’s a pleasure to see me?
3. Can you identify this receipt?
4. Arrest

*Key: hia*

Bob: Yea, we’ve had some complaints as to the daily special, the “Meatbalrus”

1. Meatbalrus?
2. I’m sorry to hear that!
3. You should be shut down…

*Key: hiaa*

Bob: Yea…it’s a meatball…shaped like a walrus…get it?

1. HA!
2. …That’s a terrible joke…

*Key: hiaaa*

Bob: I’m glad you appreciate it! **See you on the flipside!**

*Key: hiaab*

Bob: Well I think it’s funny, and that’s what matters! **See you on the flipside!**

*Key: hiab*

Bob: Well I appreciate that detective! **See you on the flipside!**

*Key: hiac*

Bob: No need to be rude detective, you don’t see me going around saying you should be fired. **See you on the flipside!**

*Key: hib*

Bob: Of course! You may be a bit disgraced, detective but your still a law enforcement officer, and I would never take that away from you!

1. Thank you Bob!
2. Cry

*Key: hiba*

Bob: Of course, Detective! **See you on the flipside!**

*Key: hibb*

Bob: Um…would you mind leaving if you’re going to cry? **See you on the flipside!**

*Key: hic*

Bob: Well unfortunately all of the evening’s records were destroyed when my daughter, Gina, spilled wine all over the records.

1. Gosh-Diddly-Darn it!!
2. Well do you remember anything about the night of this purchase?

*Key: hica*

Bob: Were those supposed to be swears…? Ok then… **See you on the flipside!**

*Key: hicb*

Bob: Now that you mention it, Myrtle Mellow, owner of the local Pharmacy was there that night, maybe she could help you out? **See you on the flipside!**

*Key: hid*

Bob: If you have reason detective, I’ll go quietly.

1. Come with me
2. What am I doing!?!? You’re not under arrest!

*Key: hida*

Bob: Yes Detective. **See you on the flipside!**

*Key: hidb*

Bob: Well that is certainly a relief! **See you on the flipside!**

Frank:

*Key: hi*

Frank: Let me know if you need help finding anything.

1. Do you have any shotgun sales on record?
2. Done any…MURDERING lately?
3. What’s your last name?
4. Arrest.

*Key: hia*

Frank: Why? What’s it to ya?

1. You can’t possibly sell many of them.
2. Because who would buy a shotgun in Boston?
3. I’m a shotgun sales enthusiast…

*Key: hiaa*

Frank: Maybe I do, maybe I don’t. Either way I don’t see a reason to inform you of my business success. **If you’ll excuse me.**

*Key: hiab*

Frank: There’s a shopper for every store, sir.

1. Fair enough.
2. And who might your ‘shopper’ be.

*Key: hiaba*

Frank: I think we are done here. **If you’ll excuse me.**

*Key: hiabb*

Frank: Well lately the only shotgun I sold was to Matt Maloney. A beautiful weapon really. A 20 gauge with gold inlays in the stock. If you want to track it down, talk to him. **If you’ll excuse me.**

*Key: hiac*

Frank: Yea, right, now tell me the one about the chicken who crossed the road…**If you’ll excuse me.**

*Key: hib*

Frank: No…who just asks someone that…?

1. It’s my job to ask questions.
2. A DETECTIVE!!!

*Key: hiba*

Frank: You one of those philosopher-types? I don’t have time for your endless chain of questions. **If you’ll excuse me.**

*Key: hibb*

Frank: …You’re very odd you know that? **If you’ll excuse me.**

*Key: hic*

Frank: Mickelson, but the game designer decided that it didn’t fit with the whole ‘double initial’ thing.

1. Wait what?

*Key: hica*

Frank: …I’ve said too much…**If you’ll excuse me.**

*Key: hid*

Frank: You’re placing me under arrest? What for?

1. The murder of Clara Cartwright.
2. …nothing…I just felt like saying it…

*Key: hida*

Frank: Fine! See you in court you loon! **If you’ll excuse me.**

*Key: hidb*

Frank: I have no time for you empty threats detective. **If you’ll excuse me.**

Will Wallace:

*Key: hi*

Will Wallace: Fishing may not be the most ‘sophisticated’ career, but I love it, so that’s all that matters.

1. What brings you to Boston?
2. When did you start fishing?
3. Tell me about your hunting club.
4. Arrest.

*Key: hia*

Will Wallace: I’m a fisherman, Boston has a port. It just makes sense you know?

1. But why Boston specifically?
2. Very true, ya scurvy dog!

*Key: hiaa*

Will Wallace: I suppose there’s something about this harbor that just makes things, I don’t know, go away for a while. Troubles, worries, bodies…

1. I suppose your right.
2. Wait, what was that last one?

*Key: hiaaa*

Will Wallace: I’m glad you agree! **Nice talking to you!**

*Key: hiaab*

Will Wallace: …worries…**Nice talking to you!**

*Key: hiab*

Will Wallace: Yargh! **Nice talking to you!**

*Key: hib*

Will Wallace: I like to think I was born with a fishing rod in my hand.

1. Really!?

*Key: hiba*

Will Wallace: Well…no not literally…It’s a figure of speech.

1. I knew it!
2. …oh…

*Key: hibaa*

Will Wallace: I’m sure you did. **Nice talking to you!**

*Key: hibab*

Will Wallace: yea…soooo…**Nice talking to you!**

*Key: hic*

Will Wallace: I don’t talk about that to just anyone.

1. Well I’m not just anyone, I’m the cooliest!
2. Not even for a friend of Matt Maloney?
3. …but I’m a detective…

*Key: hica*

Will Wallace: You’re a nerd…**Nice talking to you!**

*Key: hicb*

Will Wallace: You know Matt?

1. Yes, he said he gave you a shotgun?

*Key: hicba*

Will Wallace: Yea he did! A beautiful gun really, a shame it was stolen.

1. Stolen?
2. You lost his gift?

*Key: hicbaa*

Will Wallace: Yea, last place I saw it was at Club Mal during the club’s last meeting. Well I should get back to the fish. **Nice talking to you!**

*Key: hicbab*

Will Wallace: Yes…and now I feel really bad about it…**Nice talking to you!**

*Key: hicc*

Will Wallace: Yea well all I see is a man who neither hunts nor fishes, so you would have no place in this club. **Nice talking to you!**

*Key: hid*

Will Wallace: Wait you’re arresting me?

1. Yes, please come quietly.
2. No, but I’ve got my eye on you.

*Key: hida*

Will Wallace: I’ll see myself to the station officer. **Nice talking to you!**

*Key: hidb*

Will Wallace: Ok, well let me know if you need anything else. **Nice talking to you!**

Myrtle Mellow:

*Key: hi*

Myrtle Mellow: You look a little pale; I probably have something for that!

1. Wait, what??
2. Pale…do I have a fever too???
3. Bob Bacchi tells me you were at his restaurant on the night of Cara Cartwright’s murder.
4. Arrest.

*Key: hia*

Myrtle Mellow: Sorry, I didn’t mean to scare you!

1. Well you did!
2. Scream

*Key: hiaa*

Myrtle Mellow: I’m terribly sorry, it’s a sales tactic.

1. That seems highly unethical.
2. Well it worked, I’ll take as many meds as you’ll sell me!

*Key: hiaaa*

Myrtle Mellow: Perhaps a touch. I’m sorry. **Have a nice day!**

*Key: hiaab*

Myrtle Mellow: No, no, it was a cruel trick. **Have a nice day!**

*Key: hiab*

Myrtle Mellow: Calm down! It’s nothing really, sorry to get you all worked up! **Have a nice day!**

*Key: hib*

Myrtle Mellow: Let me see…No, you should be fine.

1. Ok, thank you!
2. Should be!?!?

*Key: hiba*

Myrtle Mellow: Any time! **Have a nice day!**

*Key: hibb*

Myrtle Mellow: Yes, well sadly my hand doesn’t have a thermometer on it, so you’ll have to take my word for it. **Have a nice day!**

*Key: hic*

Myrtle Mellow: Yea I was! Why do you ask?

1. Did you happen to see who she was with?
2. What did you have to eat?
3. Does this rash look serious to you?

*Key: hica*

Myrtle Mellow: No I didn’t, I didn’t even know she was there, why?

1. No reason.
2. We are following potential leads to find who killed her.

*Key: hicaa*

Myrtle Mellow: Ah, well like I said I didn’t see him. **Have a nice day!**

*Key: hicab*

Myrtle Mellow: Oh my! I remember when they told me she was killed…what a terrible day that was.

1. Did you know Clara?
2. I’m sorry to remind you of that day.

*Key: hicaba*

Myrtle Mellow: I should say so, she was my best friend, I even have a key to her house.

1. My condolences.
2. Could I perhaps take that key to search her house?

*Key: hicabaa*

Myrtle Mellow: Thank you, detective. **Have a nice day!**

*Key: hicabab*

Myrtle Mellow: I don’t see why not. Here take the key to my safe; her house key is in there. **Have a nice day!**

*Key: hicabb*

Myrtle Mellow: I appreciate the condolences, detective. **Have a nice day!**

*Key: hicb*

Myrtle Mellow: The Meatballrus, which come to think of it, I need to call Bob. My stomach hasn’t felt right lately. **Have a nice day!**

*Key: hicc*

Myrtle Mellow: …I’m not a doctor sir…please put your shirt back on…**Have a nice day!**

*Key: hid*

Myrtle Mellow: You think I killed my best friend?

1. Yes I do
2. No, of course not.

*Key: hida*

Myrtle Mellow: Well, I suppose you have your reasons. **Have a nice day!**

*Key: hidb*

Myrtle Mellow: That’s a relief! **Have a nice day!**

Gate Attendant:

*Key: hi*

Gate Attendant: I’m sorry sir, I need to see some ID.

1. Throw a punch
2. Show badge
3. Arrest

*Key: hia*

Gate Attendant: OW!! What the heck, man!?!?

1. I…I honestly don’t know…
2. Get REKT…Oh good God why did I say that?

*Key: hiaa*

Gate Attendant: Well…don’t do it again…**See ya around.**

*Key: hiab*

Gate Attendant: You disgust me. **See ya around.**

*Key: hib*

Gate Attendant: Thank you sir! **See ya around.**

*Key: hic*

Gate Attendant: …Wait what?

1. You’ve served no point to the story thus far, so you clearly murdered Clara!
2. …Yea, I don’t know…

*Key: hica*

Gate Attendant: …You’re insane…**See ya around.**

*Key: hicb*

Gate Attendant: …Well ok then…**See ya around**.

Parker Pinkerton:

*Key: hi*

Parker Pinkerton: Oh, hey detective! Nice to see you!

1. Did you know Clara Cartwright well?
2. ARE YOU A MURDERER!?!?
3. Wait, you know me?
4. Arrest.

*Key: hia*

Parker Pinkerton: About as well as any neighbor knows another.

1. Didn’t go on a date with her?
2. I see, just acquaintances then?

*Key: hiaa*

Parker Pinkerton: How could you possibly know that?

1. I read it in a book…
2. That’s not important.

*Key: hiaaa*

Parker Pinkerton: Well yes, we went on one date, I don’t think it went too well so I’m sorry that I didn’t jump at the opportunity to tell you. **So long!**

*Key: hiaab*

Parker Pinkerton: Fine, I went on one date with her. So what?

1. Well she was killed…that makes you a suspect…

*Key: hiaaba*

Parker Pinkerton: That’s ridiculous! I could never kill anyone! I’m incredibly insulted…**So long!**

*Key: hiab*

Parker Pinkerton: Yes sir! Sorry that I couldn’t be more helpful. **So long!**

*Key: hib*

Parker Pinkerton: Wow, straight to the point are we? No I’m not a murderer! I don’t even like to hit friends as a joke!

1. But if you didn’t kill Clara, who did??
2. Fair enough, I’m sorry to bother you!

*Key: hiba*

Parker Pinkerton: Is that what this is about? Of course I didn’t kill Clara! She was my neighbor! What kind of animal do you take me for?

1. A murderous animal
2. You’re right, I’m sorry

*Key: hibaa*

Parker Pinkerton: That’s despicable! I’ll thank you to leave me detective so I can cool off. **So long!**

*Key: hibab*

Parker Pinkerton: It’s ok, you were only doing your job. Thanks for stopping by! **So long!**

*Key: hibb*

Parker Pinkerton: No trouble at all detective, I’m happy to comply! **So long!**

*Key: hic*

Parker Pinkerton: I know of you really, I’ve seen your face in the newspapers.

1. Well it’s nice to be recognized.
2. …Oh no…

*Key: hica*

Parker Pinkerton: Of course I recognize you! Detectives deserve credit for all the hard work they do, be it good work or not! **So long!**

*Key: hicb*

Parker Pinkerton: Oh don’t worry yourself so much, I won’t hold a few bad cases over your head!

1. Well Thank you Mr. Pinkerton!

*Key: hicba*

Parker Pinkerton: Not at all, detective. My dad was a detective so I know how tough the job can be. **So long!**

*Key: hid*

Parker Pinkerton: Arrest me? What for!?

1. For the murder of Clara Cartwright!
2. …I got nothing…I was hoping you might confess to something..

*Key: hida*

Parker Pinkerton: How dare you accuse me of murder! This will not stand! **So long!**

*Key: hidb*

Parker Pinkerton: There’s nothing to confess to! I’m sorry to disappoint you. **So long!**