

Team Info

Doug Potesta – Programmer

Rishi Dhar – Story, Version Control

Eugene Thomas – Level Design

High Concept

This is a third person, story driven murder mystery game, starring pumpkins. The game should have a seem funny because of the serious story with pumpkins being killed. The player will try to solve the mystery of who is killing the pumpkins.

Game Play

The goal of the game is to uncover who is murdering the pumpkins, as it is a more story driven game the player won't really lose, but if they don't find the right clues they will receive a bad ending. You will use your detective skills to investigate a crime scene and pick out the correct and useful clues to piece together what happened to the victim. You must do so quickly as you will only have so much time to solve the mystery. Once you have found the clues you will infer what happened and will play out a short sequence as the murder reenacting the murder. If you can correctly piece together all the murders you will uncover the murderer and end the game with a the good ending, if you fail to do so you will end the game with a bad ending.

Theme

The game will take place in a school for young pumpkins. There was a murder after school hours and a detective is brought in to discover what happened, during his investigation more pumpkins are murdered. The characters include the detective, the teacher, student councilor, some students, and the murderer.

Scope

This game is rather small in scope. There will only be one level, a school with an small outside school yard, however there will be multiple murders throughout the school that the player will investigate. We will shoot for an absolute maximum game time of one hour, but we mainly want to focus on a quality 10-20 minute experience. There will be a few characters in the game, 3-5 will all of the characters. There will be a large amount of dialogue in the game for the player to interact with characters to obtain clues. The assets needed for this game will include the characters, the school, the school yard, and the clues the player will find.

Mood Board

