**1. Group:**

Short Circuit Games

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**2. Title:**

Murdered

**3. Tagline:**

“Its Halloween, and everyone is dressed to kill.”

**4. Summary:**

While hosting a Halloween party, you suddenly wake up dead. As a ghost, you need to discover who killed you by wandering around your memories and the mansion you grew up in, in search of clues.

**5. Major features:**

* Find clues in the present to trigger memories from the past
* Remember the night you were killed
* Make choices that determine how the night progressed
* **6. Changes over the development process:**

The delivered prototype does not deviate greatly from the concept document. Throughout all stages of development we stuck close to our experience goal and original story ideas. One aspect we changed was the character of Professor Milo O’Brien, especially in his background and motivation. The professor was changed because his backstory beforehand was much too complicated. We also added a handful more flashbacks to flesh out the story, including one whole new area, which is the kitchen. Henry’s ending was up in the air for a little while, but was pinpointed before releasing the prototype. The experience goal of a little bit of gallows humor is still delivered, especially in the juxtaposition of the original art and dialog. Each character has their own personality and you’re able to build trust with these characters in most cases, making their betrayal all the more surprising. The original digitally painted artwork conveys a slightly surreal and definitely creepy sense throughout the game. There were assets added to the UI, such as the textbox customization, and ability to change text colors. Also, menu music was found for the game, but background music for the rest of it was cut out to improve the atmosphere.

**7. Non-original assets:**

1. Hissing Record sound

Andrew Duke (http://www.freesound.org/people/Andrew%20Duke/sounds/2262/)

1. Door Creak

Percy Duke (http://www.freesound.org/people/Percy%20Duke/sounds/23448/)

1. Spill Sound

altfuture (http://www.freesound.org/people/altfuture/sounds/174637/)

1. Punch Sound

PCGEffex (http://www.freesound.org/people/CGEffex/sounds/89769/)

1. Footsteps

Mydo1 (http://www.freesound.org/people/Mydo1/sounds/198962/)

1. Button Sound (Number 46)

SoundJay (http://www.soundjay.com/button-sounds-5.html)

1. Font: Ballymore Crypt

128bit Technologies (http://www.128bittech.com/index.html/)

1. Music: Ghostly Music Box

Walt Disney Records (http://music.disney.com/)

1. Chandelier image (Traced and recolored)

Baby Bedding Company (http://www.babybedding.com/images/dropship/black-chandelier-imagination-square\_medium.jpg)

1. And, of course, all the assets bundled with Ren’Py

PyTom and others (http://www.renpy.org/)

**8. Production sketches and game artwork**





