DeTechtive Noir Script:

*Characters:*

Detective Jack Howard – The Player Character and Protagonist of the game. Hardboiled detective with cybernetics on him (Maybe a cybernetic eye and both of his hands are cybernetics)

Android Security Scanner – Just there to request Howard’s ID and a cheap ‘ass’ joke.

Commissioner Harper – Howard’s boss and the commissioner of the Neo NYPD. Design could be based on Commissioner Gordon from Batman

Detective T3D – An android detective and Howard’s partner. Think of him like Connor from Detroit Become Human or Ethan from Infinite Warfare.

The Landlord – The owner of Cloud 9 Apartments

Vincent Monroe - The murder victim

[Opening Scene begins with the Player Character walking into the entrance of the Cloud 9 Apartment Complex. Police sirens are wailing and coating the area with a blue and red hue]

[The screen fades to black and opens back with the Detective now inside the apartment room where the scene of the crime occurred. An android security scanner moves toward the player.]

Android Security Scanner: Halt. This area is off limits to all civilians. Please leave the premises.

Howard: Relax, you Ass. Here’s my ID. [Howard holds out his hand which the Security Scanner begins scanning.]

Android Security: Identification confirmed. Welcome, Jack Howard. [The scanner moves to the side, by the door, where it will remain for the rest of the demo.]

[Jack walks towards the other police officer who is revealed to be his boss, Commissioner Harper.]

Harper: Howard. About time you showed up. Has T3D briefed you in the situation?

Howard: I got the basics: victim’s name is Vincent Monroe. Cause of death is likely to be from multiple stab wounds based on all the blood around the body. Additionally, an android that the victim owned has also gone missing. Is there anything I’m missing?

Harper: That covers most of it. I’ll leave you to handle the rest. Come back to me if you think you’ve found anything new.

Howard: Got it, boss. [Player now has control of Howard from here on out]

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**[If the player talks to Harper again]**

Howard: So, do you have any suggestions for where to begin?

Harper: I’m surprised you’re asking me this. You and T3D have always been good at finding the information yourself.

Howard: It doesn’t hurt to ask.

Harper: I suggest looking around here first since this is where the murder occurred. The landlord is over by the couch and he was the one who discovered the body. If you need to talk to T3D, he’s over by the balcony. And I suppose it doesn’t hurt to check the bathroom for anything useful.

Howard: Understood. (If I find anything I’ll make sure to add it to the inventory)

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**[If the player goes to talk to the Landlord]**

Landlord: Yes?

Howard: Are you the landlord?

Landlord: That would be me.

Howard: I understand you apparently found the body.

Landlord: \*sigh\* That’s right. That doesn’t make me a suspect does it?

Howard: That depends on what kind of answers you can give me.

[The player can then ask the following questions. The questions will be greyed out to show you’ve already asked them]:

1. What were you doing prior to the murder scene?
2. Did you know the victim?
3. What did you do as soon as you saw the body?

Landlord [1]: I was in my room, watching the game when I got a call about a noise complaint on the 4th floor. I went to check the room and ‘lo and behold, now we have a dead body.

Landlord [2]: Vincent moved in here a few years ago. He mostly kept to himself but he seemed like a decent guy. He hardly ever left his room, except for emergencies, and he usually had his android do the grocery shopping for him. But he always paid his rent on time and

Landlord [3]: What do you think I did? I called the police as soon as I could to report this. I wanted to go back home to put this behind me but you people insisted I stay here.

Howard [Once the player is done talking to the Landlord]: Alright I think I’m done here. Take it easy. As soon as we find out what happened, you can go home.

Landlord: Please make it quick, Mr Detective. It’s been a long night.

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**[Talking to T3D at the Balcony]:**

[Howard sees his partner, T3D standing in the balcony inspecting some footprints.]

T3D: Oh hey there Howard! Good to know you got my message!

Howard: Well it helps that you sent it several times.

Howard: Save it. Just tell me what you’ve found. [from here, dialogue options will pop up]

1. What was the cause of death?
2. Whose footprints are these?
3. Any word on the Missing Android?

T3D [1]: Approximately 5 stab wounds were found on the body. Interestingly enough, I noticed the shirt that Vincent was wearing had the number 28 on the back. Just like that movie from that French Director you won’t stop criticizing!

Howard: How can you always sound so cheerful when it comes to the macabre?

T3D: Apologies sir, but I am merely speaking in my default tone of voice. If you’d like, I can set it to sound more somber.

Howard: Ugh, forget it.

T3D [2]: We’re not sure yet. We can confirm that the footprints don’t match the shoe patterns of Vincent.

Howard: Could it maybe belong to the android?

T3D: It’s probable, sir.

T3D [3]: Nothing yet. All we know is that it is a 3rd generation model which means it’s

Howard: Do you ever get hung up about hunting down fellow androids when it happens T3D?

T3D: My job is to catch criminals Jack. Whether it’s human or android is irrelevant.

Howard: Just making sure you’re not having second thoughts about this job.

T3D: We’ve been partners for 5 years, Jack. I’m not going anywhere.

[Once dialogue is exhausted]

Howard: Keep up the good work T3D.

T3D: Sure thing, Jack.

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**[Exploring the Balcony]**

[Inspect the Knife]: A kitchen knife stabbed into the table. This is definitely the murder weapon. I can still detect traces of the victim’s blood on it. **[Knife added to clues]**

[Inspect the footprints]: These footprints definitely don’t belong to the murder victim. On top of that the footsteps continue to the edge. This apartment is on the third floor. The only way you could jump off without seriously hurting yourself is with an exoskeleton or if you’re an android. **[Footprints added to clues]**

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**[Exploring the Bathroom]**

Howard [When first entering the Bathroom]: Vincent certainly had a nice setup. This bathroom is fancier than my apartment. [Player can now resume control of Howard]

[Inspect Toilet]: Why the hell does this thing have an indicator for when this thing last flushed? Hm, 4:45PM several hours before the murder occurred.

[Inspect Shower]: Nothing out of the ordinary. Hm, I could use a shower after this.

[Inspect Trash Can]: Empty.

[Inspect can of pills]: He was taking medication for schizophrenia. Perhaps they were starting to not work anymore. **[Added to clues]**

[Turn on sink]: Hm? What’s that sound? [The player can then check the sink for a barcode and tracking chip stuck inside the sink.] Well this is certainly suspicious. Does this belong to the missing android? **[Added to clues]**

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**[Exploring the Main Apartment Room]**

[Opening the fridge]: Nothing out of the ordinary… I’m hungry now.

[Turning on the faucet]: ...What am I doing?

[Inspect the body]: Several stab wounds on the body. They were done in a heat of the moment judging by the poor placement of several of them. **[Added to clues]**

[Inspecting the overturned table]: White stains on the table? Synthetic blood stains? **[Added to clues]**

[Inspecting the bed]: The pillow is knocked over and there’s a slight indent that’s shaped like a gun. Vincent must have kept a gun under his pillow in case of emergencies. **[Added to clues]**

[Inspecting the bullet casings]: Gunshots? But where’s the gun?

[Browse the Computer]: Emails towards LifeTech, the company responsible for most androids. Looks like he was planning to get a new android? **[Added to clues]**

[Check the Phone]: He was texting one of his friends saying that he needed to get a new android to help his current android out in housework. Can an Android be jealous? **[Added to clues]**

[Overturned picture by the bed]: A picture of Vincent and his android smiling. He must’ve considered that android his family. **[Added to clues]**

[Turning on the TV]: “-In other news, the search for the missing CEO of LifeTech continues.”

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**[Once all possible clues have been collected]**

Howard: I believe I’ve collected everything. I should get back to Commissioner Harper. [This is your queue to walk back to talk to Harper to complete the level.]

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**Conclusion:**

Howard: I’m back, boss. I think I figured it out.

Harper: Oh? What did you find out?

Howard: The pieces are all fitting together now. The android’s self-preservations protocols kicked in, when it made the assumption that the new android Vincent was ordering was gonna replace it.

Harper: Wait, are you saying the Android got jealous?

Howard: Essentially. The android was considered the only friend Vincent had so when it saw the advertisement, on top of Vincent’s declining mental health, something in the android snapped.

Harper: Okay then, continue.

Howard: While he was having dinner, by the table, the android attacked Vincent with the kitchen knife and a fight broke out between the two where Vincent scrambled for the gun in his drawer and landed a few shots which explains the synthetic blood stains by the coffee table. However the android managed to land a fatal stab wound which ultimately led to Vincent’s death. The android then realized it would only be a matter of time before it would be tracked down via the tracking chip in their arm which is why they cut that and their barcode out and attempted to have it drained in the bathroom.

Harper: Why not just use the toilet to flush the items down?

Howard: For some reason, the toilet has an indicator for when it was last used. The Android knew that if it used it, we could discern that key evidence was flushed down the toilet moments after Vincent died. Anyways, after disposing of that, the Android made its escape through the balcony. Since this apartment is only on the third level, the android could easily survive the fall. From there, we don’t know where it went but we do know that it’s still loose in the city.

Harper: Understood. [Harper moves hand towards ear to send a message to the precinct] All units, we have a rogue android on the loose, they have a male caucasian appearance, white hair and glowing blue eyes. Keep on the lookout and proceed with caution; the android is armed with a handgun.

Howard: T3D, let’s go! We have an android to catch!

T3D: Yes sir!

**[To be Continued...]**

**Character Bios:**

**Jack Howard**

Age: 34

Occupation: Detective

Description: If you were expecting some hard-ass detective with a tragic backstory, like losing a kid or being a shell-shocked war veteran, you’ll be disappointed. Truth be told, I joined the force due to my love of old detective fiction and my desire to help people. I just get told that I look like your typical hard-boiled detective I suppose.

**(Tactical Detective Department Droid) T3D**

Age: 15

Occupation: Detective

Description: He’s been in the force for at least 15 years now since he was out of beta. He was assigned as my partner for the past 4 years. While we couldn’t be more different, there’s no one else I’d trust as my partner. He’s able to keep up with me when it comes to deductions and he’s damn useful in a fight. There’s no one I’d rather have for a partner.

**Commissioner Harper**

Age: 46

Occupation: Police Commissioner

Description: My boss. Just imagine Commissioner Gordon and that’s basically my boss. He has a good sense of right and wrong and isn’t afraid to bend a few rules if it helps us out.

**Vincent Monroe**

Age: 25

Occupation: Deceased

Description: The victim has mostly kept to himself. I’ll have to look around the house to see what I can find out about this guy.