Console Game: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Player is a small-town detective who’s been assigned to a murder scene: the local bar, \_\_\_\_\_\_\_\_\_\_\_ in rural \_\_\_\_\_\_\_\_\_, \_\_\_. A long-time local resident, \_\_\_\_\_\_\_\_\_\_\_, had just finished a beer, when he suddenly fell off of his stool. Fellow patrons rushed to help him back up thinking he’d lost his balance, only to find that he was dead! Detective Player’s job is to find out who did it, and fast!

Challenge ideas:

Only have so many inputs to figure out who did it! (simulate Time Constraint)

1. Each action is assigned a point value; when player reaches threshold, player has to make a decision/finish the game
2. Player only has so many actions to be able to use (counter)

CHARACTERS:

Victim

Name:

Age:

Occupation/Workplace:

Suspects

Suspect 1

Name:

Age:

Occupation: Homemaker

Relationship to victim: Wife

Suspect 2

Name:

Age:

Occupation:

Relationship to victim: Co-worker

Suspect 3

Name:

Age:

Occupation:

Relationship to victim: Town crazy, acquaintance

Witness 1

Name:

Age:

Occupation: Bartender

Role: Served victim

Witness 2

Name:

Age:

Occupation: Engineer

Role: Tried to help victim

Witness 3

Name:

Age:

Occupation: Bouncer

Role: Was there

LOGIC:

1. Interview

A) Suspect (1, 2, or 3)

B) Witness (1, 2, or 3)

1. Run Background Check

A) Suspect (1, 2, or 3)

B) Victim

1. Run Forensic Analysis
2. Beer bottle
3. Stomach contents
4. BAC
5. Fingernails
6. Warrant
7. Suspect’s phone (1, 2, or 3)
8. Suspect’s home (1, 2, or 3)

SUSPECT INTERVIEW:

Alibi\_Where: Where were you on the night of (incident date)?

Suspect 1 (ex): At home seething, he went out to the bar *again!*

Suspect 2 (coworker): At the bar, sitting a few seats down from (victim) trying to ignore him! I wish there was any other bar to go to in this town.

Suspect 3 (crazy): I was trying to get (victim) to buy me another beer. He bought me one last time! The bouncer kicked me out, so I was panhandling outside the bar to see if someone would give me beer money.

Alibi\_Verify: Can anyone vouch for you?

Suspect 1: I was home alone.

Suspect 2: Ask anyone at the bar! My buddy met me there after work.

Suspect 3: The bouncer kicked me out, talk to him!

Alibi\_What: What were you doing?

Suspect 1: Cleaning up and washing the dishes! Someone has to clean up, and it certainly wasn’t going to be him!

Suspect 2: Drinking my sorrows. I don’t know why the boss gave (victim) the promotion after that crap he pulled a couple years ago.

Suspect 3: Trying to get back into the bar and get a beer by any means necessary!

Grudge: Did you have a grudge against (victim)?

Suspect 1: He’s a good-for-nothing scoundrel who goes out to the bar too much! There’s no way he’s not cheating on me, gone until all hours of the night.

Suspect 2: The boss gave (victim) the promotion I worked so hard for, even after his check fraud incident and coming into work drunk!

Suspect 3: We kinda got into it a year or so ago when I just wanted another beer the last time he bought me a beer. He could afford it! I saw all that cash in his wallet!

Anything\_Suspicious: Did you notice anything suspicious around the time that (victim) fell?

Suspect 1: Nope, wasn’t there.

Suspect 2: He was wobbly because he’s a stupid drunk! This is the only bar in this town! I couldn’t avoid him!

Suspect 3: I didn’t do nothin’!

Interaction: Did you happen to see (suspect) interacting with (victim) at any point?

(Suspect 1)

Suspect 2: No, I don’t remember seeing his wife there. There’s no way he would bring her, they can’t stand each other.

Suspect 3: I’d have remembered seeing a lady in the bar!

(Suspect 2)

Suspect 1: Nope, wasn’t there.

Suspect 3: He pointed and whispered to the person sitting next to him… we made eye contact when (victim) bought me a beer.

(Suspect 3)

Suspect 1: Nope, wasn’t there.

Suspect 2: I didn’t see anything. I was trying to ignore him.

WITNESS INTERVIEW:

Interaction: Did you happen to see (suspect) interacting with (victim) at any point?

(Suspect 1)

Witness 1: Nope, I didn’t see (suspect 1). I used to call her to come get (victim), but at this point, she won’t come get him anymore.

Witness 2: No, there wasn’t a woman with him, but I couldn’t help but notice he was having a pretty animated phone conversation for a minute there… maybe it was her?

Witness 3: I literally have to talk to every single person when they come in; I don’t remember.

(Suspect 2)

Witness 1: I couldn’t help but overhear him talking to (witness 2) about how much he hated his co-worker who got the promotion he was supposed to get, and how the boss said if (victim) quits, he’ll backfill him, but that’s not good enough, blah blah blah....

Witness 2: I was there with (suspect 2) – we’re friends. (Suspect 2) talked crap about (victim) all night, but didn’t want to go anywhere near him.

Witness 3: My back was to them; didn’t see anything.

(Suspect 3)

Witness 1: I warned him not to buy (suspect 3) a beer… he didn’t listen. (Suspect 3) is crazy.

Witness 2: I saw him buy that scruffy guy a beer, and he got mad when (victim) wouldn’t buy him another one and the bouncer ended up kicking him out.

Witness 3: Ugh, that guy… you buy him a beer once, and you’ll never hear the end of it! He was harassing (victim) to buy him another beer. I was afraid he was going to get violent on another patron, so I kicked him out. Unfortunately, I can’t make him stop asking people outside for beer money.

BACKGROUND CHECKS:

(Victim)

“PUBLIC NUISANCE \n

MISDEMEANOR: GUILTY \n

10/4/2021 \n

(town, state) \n”

“\n” +

“PUBLIC INTOXICATION \n

MISDEMEANOR: NOT GUILTY\n

6/10/2020\n

(town, state) \n” +

“\n” +

“CHECK FRAUD \n

MISDEMEANOR: GUILTY \n

3/20/2018\n

(town, state) \n”

(Suspect 1)

NO CRIMINAL HISTORY

(Suspect 2)

NO CRIMINAL HISTORY

(Suspect 3)

“ASSAULT \n

FELONY: GUILTY \n

10/24/2021 \n

(town, state) \n” +

“\n” +

“PUBLIC NUISANCE \n

MISDEMEANOR: GUILTY \n

10/4/2021 \n

(town, state) \n” +

“\n” +

“ASSAULT \n

FELONY: GUILTY \n

2/24/2021 \n

(town, state) \n” +

“\n” +

“PUBLIC INTOXICATION \n

MISDEMEANOR: GUILTY \n

2/24/2021 \n

(town, state) \n” +

“\n” +

FORENSIC TESTING

WARRANT (random chance whether or not it will work):

Switch: got good lead, got misleading information

Hack into suspect’s phone

Suspect 1:

Text message telling (victim): “Whatever. I know you won’t be coming home tonight.”

Voicemail from pharmacist: “Your prescription is ready to be picked up. Be careful when you take this!”

Busted (game over)

Suspect 2:

Text message to (witness 2): “I overheard that jerk on the phone with his wife. She sounded even more pissed than I am.”

Notepad: “I HATE HIM I HATE HIM I HATE HIM! Maybe I’ll find a way to “make him” quit.”

Busted (game over)

Suspect 3:

No phone to check because he lost it when he was drunk… try again!

Break into suspect’s home

Suspect 1:

Interesting looking plant with dirty muddler sitting out on the counter

Love note signed with someone’s name who isn’t (victim)

Busted (game over)

Suspect 2:

(Victim)’s permanent employee record… with his wife crossed out as the emergency contact

(Victim)’s picture on a dart board with several holes

Busted (game over)

Suspect 3:

(Victim)’s business card with woman’s name and phone number on the back

List of names entitled “People who have bought me beers” with some names, including (victim)’s, underlined

Busted (game over)

Functional goal: The wife is guilty of killing her husband (victim) by poisoning his dinner before he left for the bar.

Stretch goal: Make game generate different outcome so that a different person is guilty every time

Forensic testing of each suspect (1, 2, 3)

Someone else’s prints on the beer bottle (drink spiked?)

Stomach contents (poisoned dinner?)

BAC (not enough to kill him from alcohol poisoning)