

Under Surveillance - Lewis Jack - 40431329

Storyline

A suspected suicide of former USA president Donald Gaben (68) has been reported. The police were alerted to his death in the early hours of the morning following the new election which saw him to be voted out of the White House. The person who alerted the authorities was his wife Jenny Gaben (44) who lived with the late Donald and their two children Jamie (22) and Andrew (19). As this situation is out of the ordinary for Donald this case is to be investigated with an open mind.

If this is thought to be suicide, then this this would mean a second member of the Gaben family has taken their own life following the suicide of Donalds sister Rachel Gaben (60) six years ago. That case was closed finding no suspicions of foul play and cause of death to be deemed to be a natural cardiac arrest following the autopsy report.

You play as industry leading FBI investigator Terry Jackson and are tasked with finding the cause of death and if any foul play has taken place. You have years of experience and have conducted similar suspected suicide cases before – finding along the way that foul play can be apparent. As the leading investigator your judgement is rarely overlooked by others which means in the past you’ve been susceptible to accusing suspects wrongfully based on your own motives. However, this has never came to light.

The protagonist then travels to the house to view the crime scene and gather all evidence you can find of suspected foul play. While there you are able to gather multiple pieces of evidence that indicate something suspicious has happened to result in Donalds passing. You then proceed to question the household about any strange activity that took place hours before his passing and if anyone had an intention to harm the ex-president.

As Terry Jackson you must conclude on how you believe Donald Gaben has died, whether it being a genuine suicide or if foul play has occurred.

This game will be an investigation crime thriller. It will be a text-based puzzle storyline single player game, which gives the player choices on how they carry out the investigation. Set in the capital Washington D.C. In 1990, the player must navigate through the household and search for clues to determine the cause of death. The decisions made within the game will determine the ending, so the player is encouraged to act carefully when making important choices throughout the story.

Background Research

Research involving this assignment took me down the route of playing some other storyline web games such as 'dungeon stompage!' which is took into consideration. Even though the games will be completely different, I have taken some solid takeaways from playing it. While playing this game you have an inventory and can access each item and use each object in different ways. I will aim to implement this into Under Surveillance, as I feel it will aid the storyline greatly and add to the choices system that will be in place.

Another game I have took inspiration from is 'Detective 1: Blacksea Island'. This investigation game provides a good storyline with a strong back story that allows the player to take full control of their decisions throughout the game. Although this story is quite long, I feel it grants the player with a time well spent experience. The descriptions on the surroundings during the game are very good and have gave me insight in how to appropriately bring my ideas of the location to life – which I hope to showcase within my own story.

Furthermore, a major inspiration for this game is HITMAN 3. A mission takes place within the game where you are sent to kill a target, but once there a Private investigator is present on a case. You are then able to become that investigator and tackle the case, by interviewing the suspects and searching the house for clues to conclude your investigation. Although the scale of that game is extremely different to what Under Surveillance will be, it will allow me to continue to redeem more ideas throughout the creation of this text-based game.

Features

The features being applied to this game are all going to have a purpose, they won't be like many games and have extra 'gimmicky' feature sets. The main feature of this game will be the decision-based text system that will be in place. Throughout this experience the player will be given the power to make a choice of how they would like to play through the game, with different decisions taking alternate paths. As mentioned previously the game encourages you to make these choices with care as each will impact the outcome of the story. A decision as simple as choosing where to investigate first may be a game changer.

The game will have images for each location to improve the overall experience for the player to allow them to visualise the location this story is set in. Each room will have its own looks and an image will represent this as no two locations will be the same. This will encourage the player to keep an eye out for clues more keenly as everything will change depending on the surroundings, they find themselves in. Objects that can be provided as evidence for the death may have been moved during the playthrough based on the choices made by the user.

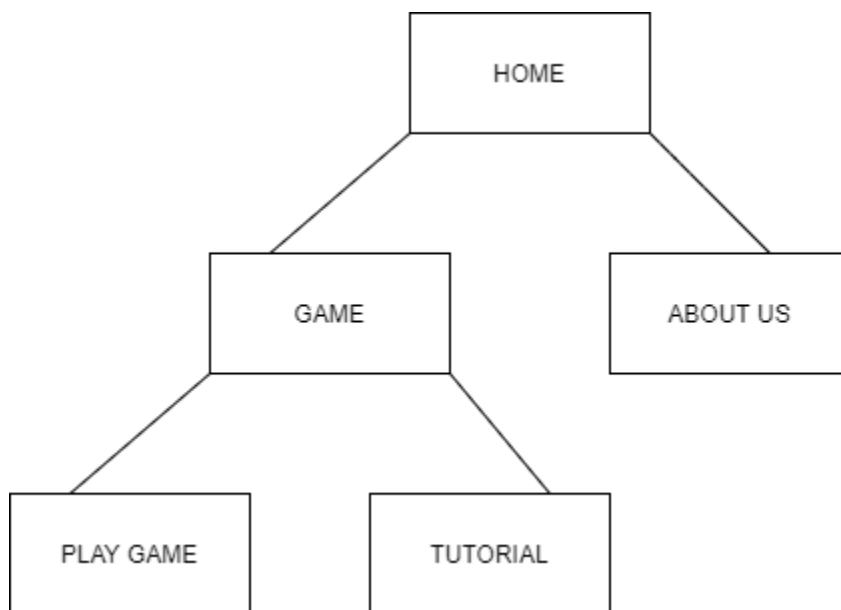
During this game the player is tasked to search for clues. This will allow the user to pick up items they have found in rooms. They will be able use them as evidence for the questioning segments while interacting with other characters. Items collected will be stored in the players inventory for this purpose.

Sound effects will also be present. I believe this will put the player fully into the main protagonist's shoes and allow them to endeavour fully into the story, while feeling as if this is really happening to them. My aim is that this realism encourages the user to make every decision carefully and with a considered thought. I feel sound can impact the way things are carried out in a massive way, providing some sound effects will make this gaming experience way greater than if not present.

Other features may be added when development of this game starts but at the time of making this report these are the current standard thoughts. Any further features will be outlined in the final report once the game has been completed.

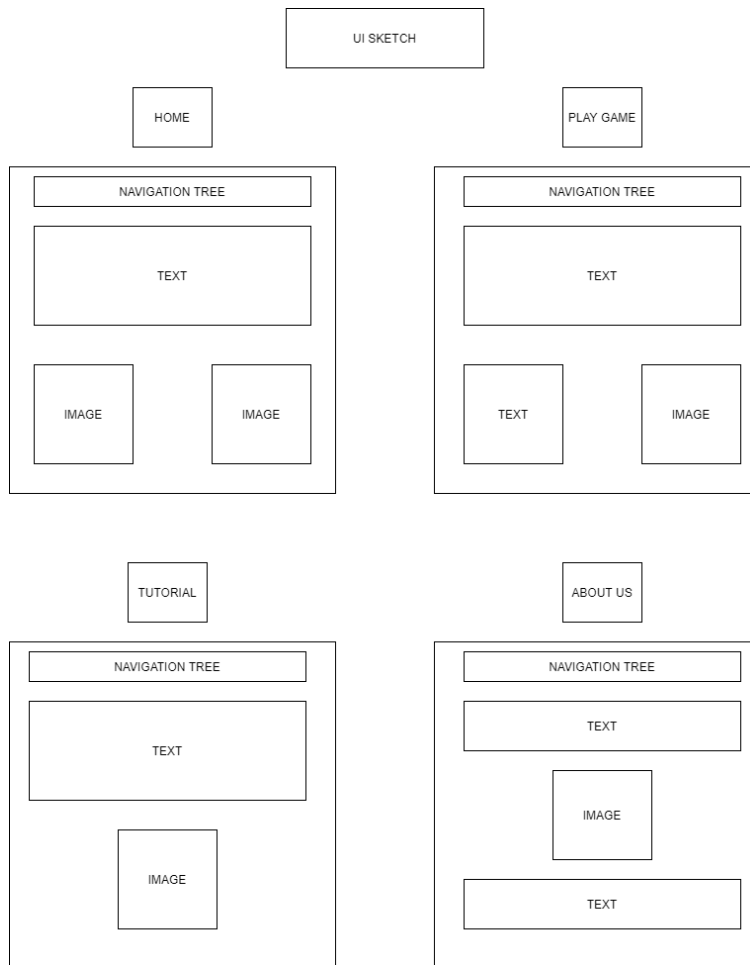
Navigation Tree / Site

The overall design of the site will be simplistic and minimalistic to keep things clean and uncluttered, which will make it more appealing to the eye. The navigation tree will offer a 'GAME' section which will allow the user to experience the full text-based adventure. The first option under this section will be 'PLAY GAME'. The second option 'TUTORIAL' will also be available under this section and it will provide the user with a breakdown of how the game is meant to be played should they decide to use it. 'ABOUT US' will feature as well and be its own section that will have a few details about the creator of the game and what the aim of said game was.



Utilizing the navigation tree above we can see that the site will indeed be simple, but everything included on the site will have a purpose. The overall goal is to decrease any chances for cluttered pages to be apparent and by using this layout I believe cluttering will be nullified. Less is often viewed as more and this approach will portray that idea very keenly by using only necessary elements to the design.

User Interface Sketch



The above sketch represents the intended layout for the websites overall user interface and will be what the user will see. Given earlier that minimalism was stated, this sketch should provide a more visual representation of the simple, yet clean design that will be implemented. I believe sites that have a simpler less cluttered design operate much smoother and appeal more to the eye. The whole design is based on being easy to use, I know myself that many people may find using certain websites difficult to use. Often this is due to the cluttered nature of them, which in return makes is much harder to find what they want.

The 'HOME' page will feature a few simple words on the game and a couple of images to get the user a feel for the game. The navigation tree will be present on all pages to give the user access to all section when required. Images of the White House and core characters will be available on this page.

Next, the 'PLAY GAME' page will be how the user plays the game; this page may change depending on the scene. However, the core sketch shown here will most likely be present on most of the sections within the investigation. These pages will feature an image of the location the player is currently in. Throughout, sound effect will be in place to grant a much higher realism factor within this experience.

Furthermore, 'TUTORIAL' page will give the player a small introduction to the game and how it's meant to be played. It will notify the user of different aspects of the game and how their decision making will impact how things play out. This section will have an image of Terry Jackson, the character they will be playing.

Lastly, 'ABOUT US' is the section that will have a small brief description on the creator and any difficulty that occurred during the creation of the game. This page will have an image of the creation process present also.

