ProcJam

Team: Ginge and the Boiz

Game Name: A Stab in the Dark

Plot Overview: you are a new hire by enigmatic detective Surenot Holmes, fresh on the scene of a crime. You meet him inside the house and enter, to see a body along with partygoers. A post-it note has been left on the body for Holmes, saying that he/she has a game for Holmes and his accomplice: to find out who they are before they kill everyone in the mansion, and if the police help in ANY way, they’ll just start stabbing people left right and centre. Help Holmes by examining the corpse for evidence, and detaining one person per night until the killer is found. Every time someone is killed, a new clue will be left at the scene, further helping the identification of the killer. Guessing the right killer the first try though? That’s a stab in the dark.

**TUTORIAL LEVEL**

Opening Scene:

Background: Outside of a house. No one present.

Dialogue Box(No Name): It’s your first day assisting the enigmatic Surenot Holmes, and you’re already nervous. You hoped your first case would be something simple, a cat in a tree, someone stealing a pie from a windowsill, a tree in a cat, something easy. But no, it had to be murder.

Dialogue Box (Name = ???): Hey, buddy, over here.

Enter Sprite: Surenot Homes (Normal)

Dialogue Box(Name =???): You’re my new hire, aren’t you?

Dialogue Box(Name = ???): I’m Holmes, Surenot Holmes. What was your name again?

Text Box(Title = Enter your Name)

Dialogue Box (Name = Surenot Holmes): Really? Coulda sworn I hired a ‘Watson’. Whatever.

Dialogue Box(Name = Surenot holmes): You’re Watson now. Let’s get in there, people are dying.

Delete sprite: Surenot Holmes

Change Background: Inside the House

Create Sprites: Suspects 1-5

Dialogue Box(Name = Surenot holmes): Any of you die whilst I was away?

Nothing for 5 seconds

Dialoge box(name = Surenot holmes): Good. Watson, a word.

Dialogue box(No Name): Yes?

Dialogue Box(Name = Surenot holmes): The foot is agame, Watson. One of these people is the killer. I found this post-it on the victim’s corpse.

Splash Screen(Post it Note): Dear Mr. Holmes, you won’t remember me, but I certainly remember you. I’ve concocted a little game to test you and your associate’s reputation: I am one of the people in this room. (cont on postit 2)

Splash Screen(Post it 2): If you can figure out who I am, you win, and I’ll stop killing. But for every night that passes, I’ll kill someone else… Can you save everyone? Or just a couple? Think quickly, Mr. Holmes…

Splash Screen (Post it 3): PS: if anyone tries leaving, or the police come in, I’ll kill you all.

Dialogue Box(Name = Surenot Holmes): Well then, let’s not waste any time. Let’s have a look at the corpse; see if there’s clues.

Popup Sprite: Corpse of first victim

Dialogue Box (Holmes): Looks like the killer left us a present…

Popup Box(name: evidence found): Evidence Found: [Evidence 1]

Dialogue Box(Holmes): Right, let’s keep that as evidence. Just click the ‘Evidence’ button whenever you need a reminder as to what we’ve found so far.

Dialogue box(Holmes): We should have a look at our suspects now, and see if any of them look like they’d be associated with [Evidence 1].

Dialogue box(Holmes): Click on a suspect, then have a look at their ‘Info’ box. Choose someone that has something in common with the evidence we’ve found, and let’s detain them for a night. If no one dies, we’ve got the right guy.

Dialogue box(no name): and if we don’t?

Dialogue box(holmes): Er, that’s not think about that now.

Sprite Change: Holmes to Holmes Triumphant

Dialogue Box(holmes): Come, Watson! I’ll let you take the lead and guide us to our killer!

Dialogue Box(no name): Uh, it’s my first day. Why don’t you take the lead?

Sprite Change: Holmes Triumphant to Holmes Texting

Dialogue Box(Holmes): These Tinder profiles aren’t going to swipe themselves, Watson. Besides, learn by doing.

SCENE CHANGE TO MAIN TUTORIAL LEVEL