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