

## **Project 2 Proposal, Meg Summers**

The game I plan to make is a murder mystery game where you interview suspects, play mini games to discover the clues and try to arrest the correct suspect by the end of the game. My vision for the final game will have 3 different rooms (+ one travel room), each with 1 suspect to interview, 1-2 minigames to play and 2 extra evidence to click. At the end of the game, the user will pick the suspect they think did it and will receive an ending accordingly.

### **Main features included in the prototype:**

1. Interview the suspects by selecting the questions and your responses while keeping track of their stories and getting information
  - This portion will be mostly visual as the character art will show up with a text box below it. As you talk to each person you will receive a set of possible questions to ask them, the questions you choose will reveal certain aspects of the mystery to figure out what happened. The information you gain will depend on the options you choose and I plan on allowing the player to interview suspects multiple times in the finished game to gain all the information.
  - This will use jQuery click detection, arrays to hold all the possible responses for the characters and some functions to change the messages
2. Point and click investigation of the murder scene and piece of evidence in selected area
  - The user will use their mouse to select objects in each room to get info about it and help with their investigation. Things such as the murder weapon some info about the victim, etc will be given to help solve the murder. This portion of the game is less interactive and is only meant to inform the user about the piece of evidence for the last part of the game.
  - Potentially change to using tooltips when hovering over objects
3. Decipher the victim's final note to find any clues they might have left in his office
  - Replicates the exercise raving reductionist and code taker as you reveal the part of the victim's final note that was tampered with and attempts to piece together the original message. An example of what the minigames will be like.

### **Features to be added:**

1. 2 more interviews + make the prototype interview longer
  - The interviews will be 5-6 rounds instead of the 4 rounds in the prototype. You will also interview the brother and the wife in the new rooms to be added in the finished project
2. Selecting the culprit and evidence to support it
  - This needs the other characters to be implemented to work but after the user has gone through all the mini games and interviews they will be able to return to the travel room to select the suspect they believe killed the victim with some evidence to back it up
3. Good, bad and neutral ending
  - Depending on who the user chooses and the evidence they choose they'll get an ending scene. Good ending = chose the right suspect and right evidence, Bad

ending = chose the wrong suspect, Neutral ending= chose the right suspect but the wrong evidence

4. Put together the pieces of a schedule
  - Using jquery's draggable the user will put together the ripped up schedule of the victim to find out where they were at what time and to check alibis
5. Find a way into victim's phone/laptop to see personal info
  - Using the hover method from the code taker exercise, the user will hover their mouse to find fingerprints and get the victims password to his phone. I might change it to his laptop if it doesn't match the games aesthetic.

*More minigames will be added, I just need to think of them for the new rooms. The minigames listed might change depending on time and abilities.*

#### Extras that can be added if there's time:

1. Some kind of notepad feature for the user to keep track of their evidence and thoughts that can be resized or hidden
2. A clue device of some kind to give the user hints if they want/need some. Maybe like a detective character that can give advice on evidence if selected
3. A more in-depth ending scene where you put together the details of how the crime was committed while (or after) choosing the suspects.

#### Biggest Worries:

1. Positioning the clickable objects
  - In the demo one of the trickiest parts was positioning the images of evidence based on the background image. Especially when resizing the window the objects tend to move around so I may need to find a better way to position them on the screen.
  - I'm using flex for display but it doesn't help when repositioning the screen so I may change the background to a fixed size for the final project
2. Finishing Art assets
  - From the last project I realized that art, background art specifically, takes a lot longer than expected so unless I can use background images from an online resource that may be a worry.
3. Making the mini games diverse
  - I still need to come up with a few more mini games so I hope to utilise some different libraries/techniques like anyway if possible. If not then the problem shifts to being creative and making each one unique with the limited tools

#### Concepts/Sketches:

The only concept that I've done is this basic layout of the game with each room and what will be included in it. Depending on how story driven the final product is I may include an intro scene outside the house to immerse the player. Otherwise, the user will start in the main hall and go through a quick tutorial of how to search the rooms and basic info about the minigames/interviews. They will then go through the office which is essentially the prototype's

gameplay with Caroline's, the assistant, interview, deciphering the note and I might add a quick minigame to check out the schedule. Then the user will have the choice of going to the living room or the third room. The living room will include an interview with Cyril, the victim's brother, and will include a mini game to look into the victims phone/laptop and checkout the scene of the murder. The last room I haven't decided on yet but it will include the interview with Danielle, the victim's wife, and will most likely include the murder weapon or another essential item/clue. I also added some of the thumbnail sketches for the character art in the concept to give a brief idea of each character's planned look and personality.

