

Dying Breath Game Design Document

Eclipsicle Studios

David Brock

Romeo Diana

Bailey Estelle

Michael Keller

Dillon Lynch

Caelan Perkins

Matthew Pittarelli

Daniel Roach

Joshua Vega

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Introduction

Dying Breath is a detective mystery game that targets audiences 13 and up. Play as Detective Wells as he investigates a string of disturbing murders. Victims appear suddenly with money stuffed in their mouths, taking Wells back years to previous unsolved cases with the same calling card. This time, Wells has access to a cutting edge asset: Intuition. Pills developed to aid investigators in finding evidence, heightening their senses. The goal is simple: traverse the Town Hall, find clues and evidence, and ask questions, but when everyone has something to hide, everyone is under suspicion.

High concept

This wasn't the detective's first murder scene but it was the first one where the corpse talked.

Player Mechanics

- Pills

When the player uses a pill it puts the detective in an altered state where his intuition is heightened. Evidence, ghosts, and a victim's last words known as the “Dying Breath” highlighted by the pill's' effects. The pills can be taken in certain areas to reveal more clues as well as reveal hints to help solve puzzles. Some of these areas can be solved without pills and it is up to the player to find out if they should risk using a pill or conserve it.

- When in this altered state the screen will be covered in a sepia filter.
- A Translucent smoke will also fill the screen then quickly fade away.
- Hint Detection - The player can see translucent objects within the camera's line of sight that resemble items that exist elsewhere in the level. This lets the player know that by finding these items and placing them where the translucent versions are might unveil a clue or help solve a puzzle.
- Dying Breath - when using a pill the detective can hear the last thing a recently deceased person had said.
- Intuition during speech - When the player is talking with an npc they're will be multiple options for speech. By using the pill the player can unlock more speech options that may have not have been available otherwise.

- When using the pill clues and evidence will glow via shader, denoting their importance to the player.
- The more the player uses the pills the darker the smoke will be upon entering the altered state.
- When the smoke becomes completely solid the player will die and have to restart the game.
- The amount of pills it takes to kill the player will be different for each level.
- For the tutorial it will be 3, for the first level it will be 4, for the second level it will be 5, and for the third level it will be 6 pills the player has to take to die respectively.
- The pill effects last for 15 seconds.
- For the pills effects to work the player must “focus”.
- The player focuses on his surrounding by playing a short minigame where if he is successful, the pills effects will work and if the player fails the pill doesn’t work, is still consumed, and the smoke still becomes more solid.

- Pill Minigame

After the player takes a pill the player must “focus” to activate its effects by successfully completing a minigame. Before the minigame activates the player movement controls will be disabled and then the controls will be enabled for the minigame. Also the screen will become blurry and serve as the background for the minigame. The mini game will be 2D and consists of two circles, one that is just an outline and another that is completely filled in. The player controls the filled in circle with the vertical and horizontal axes to move it up, down, left, and right respectively. The player’s goal is to get the filled in circle within the circle outline for combined total of 5 seconds represented by an empty bar in the bottom left corner that fills up with color the longer you stay in the circle outline. before the 15 second time limit is over. The filled in circle will be moving all over the screen. The mini game will get harder as the player takes more pills throughout the game by increasing the speed of the circle outline. If the player succeeds the pills effects will work otherwise they will not have any effect.

- Movement

The Player can move the Detective in eight directions using the left analog stick or “W, A, S, and D” on the keyboard.

- Inventory

After the player has found a clue or picked up an item the detective will take note of it in his notebook as well as adding a description of the clue/item.

- Flashlight

The Player is equipped with a flashlight which will work as a visual aide in the basement level. The light should emit from the right hand of the player with a range of 10m and an angle of 30 degrees

Game Features

- Find clues
- Solve unique puzzles
- Narrative
- Decision Making
- Special abilities
- Able to hear the dying words (“dying breaths”) of a corpse.
- 3D
- 3rd person camera
- 8-way movement

UI Elements

Menu elements should be arranged in a vertical order. While in a menu, pressing “B” on the controller should return the Player to the previous menu.

- Pause Menu

The Start button on the Xbox controller will pause the game and a menu will allow you to Resume playing, Return to Main Menu, and edit Options.

Resume Button- will allow players to resume right where they paused in game.

Options Button- will bring up an options menu providing changes that can be made. The changes include, volume for background music and sound effects.

Return to Main Menu Button- will quit the game and return to the main menu.

- Main Menu

The Main Menu will have a Start button to play the game and an Exit Button to exit the game as well as a Volume button for editing volume controls. Also there will be a controls button that pulls up a controls menu for an Xbox controller.

Start Button- will start the first scene of the game.

Options Button- will bring up editing options for background music and sound effects volume.

Exit Game Button- This will close the executable of the game.

- Volume

There are two sliders which indicate the background music volume and SFX volume. There is also a button to return to the previous menu (Pause or Main Menu).

- Inventory

Inventory will contain items the player picks up and their description. The inventory will also contain a map that will circle certain areas detective Wells deems interesting. The circle will become a checkmark once that area is completed.

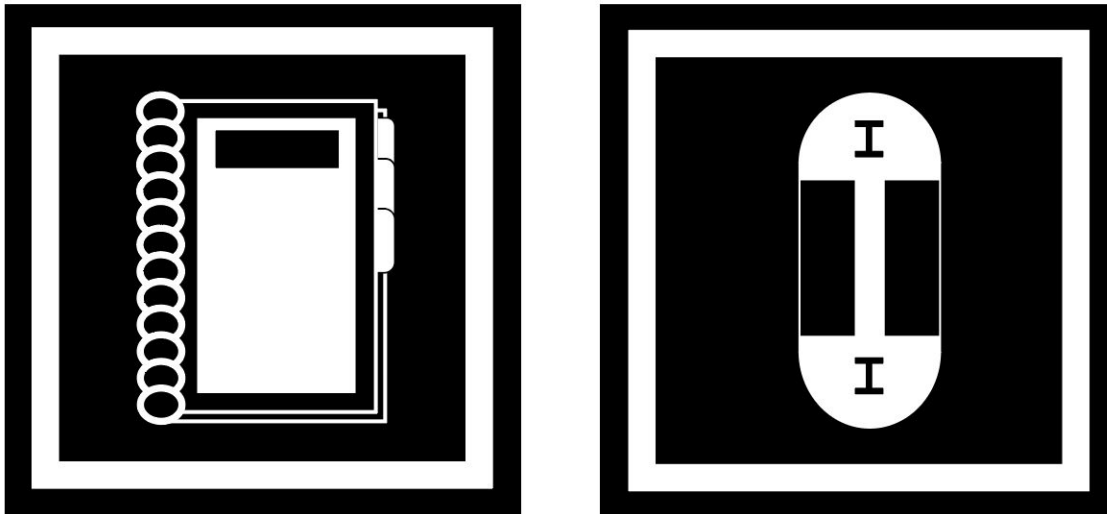
- Game Over Screen

If the player dies from taking too many pills, then a game over screen will tell the player they died and an option to restart the game or return to main menu.

HUD

- Top-Right of the screen

There will be icons on the top right showing some of the special actions the character can perform.. One is for opening up the notebook to look at objectives and the other is the intuition pill inventory counter.



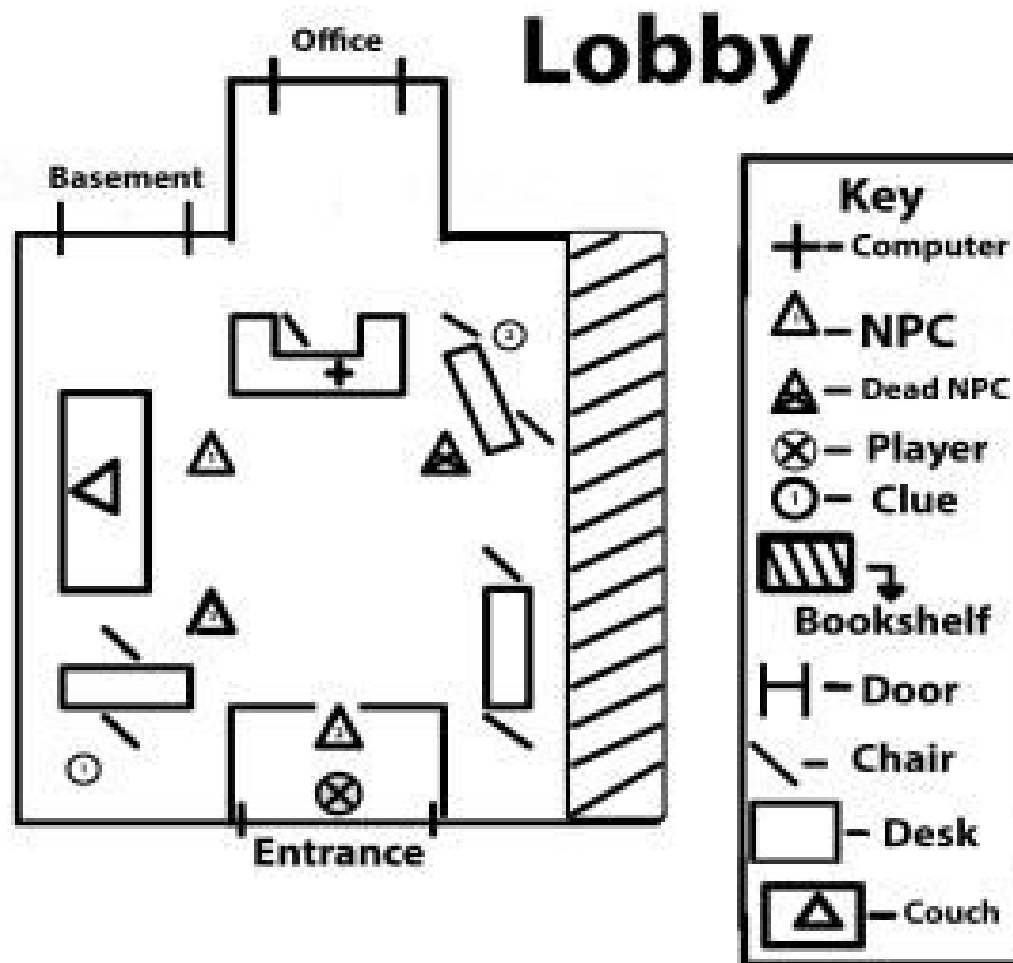
The notebook icon will be activated by pressing Select to have the character open up a notebook to look at objectives.

- Middle-Bottom of the screen

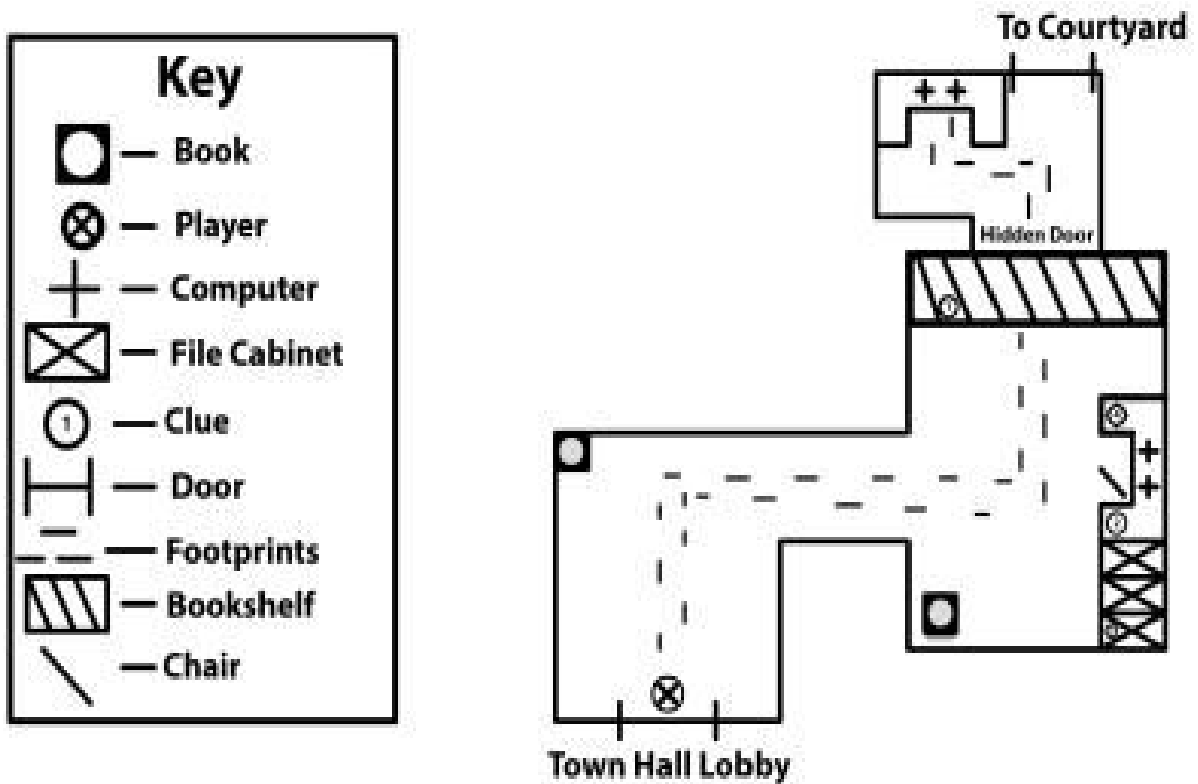
There is a overlaid with a transparent box that will show what items you have picked up to use for solving puzzles.

Maps and Level Design

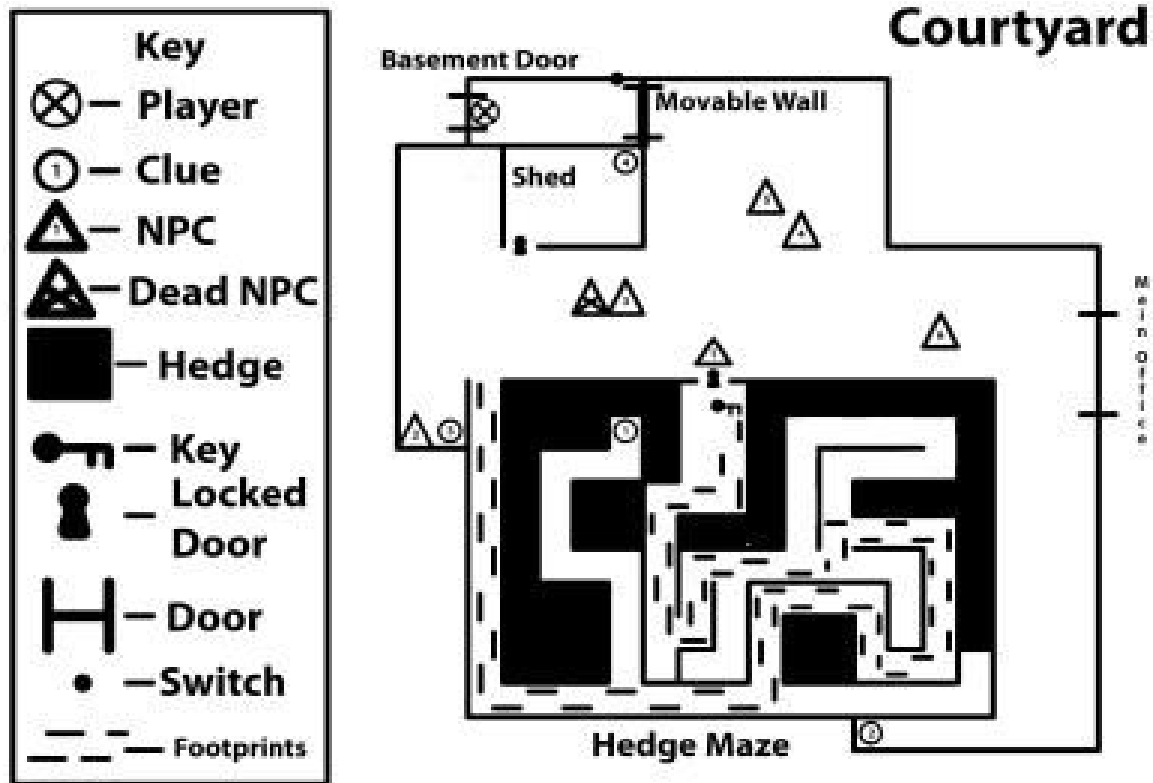
- Descriptions of each level and their design.
- Images of the level layout with description
- Explain the layout in detail and why it is designed as so



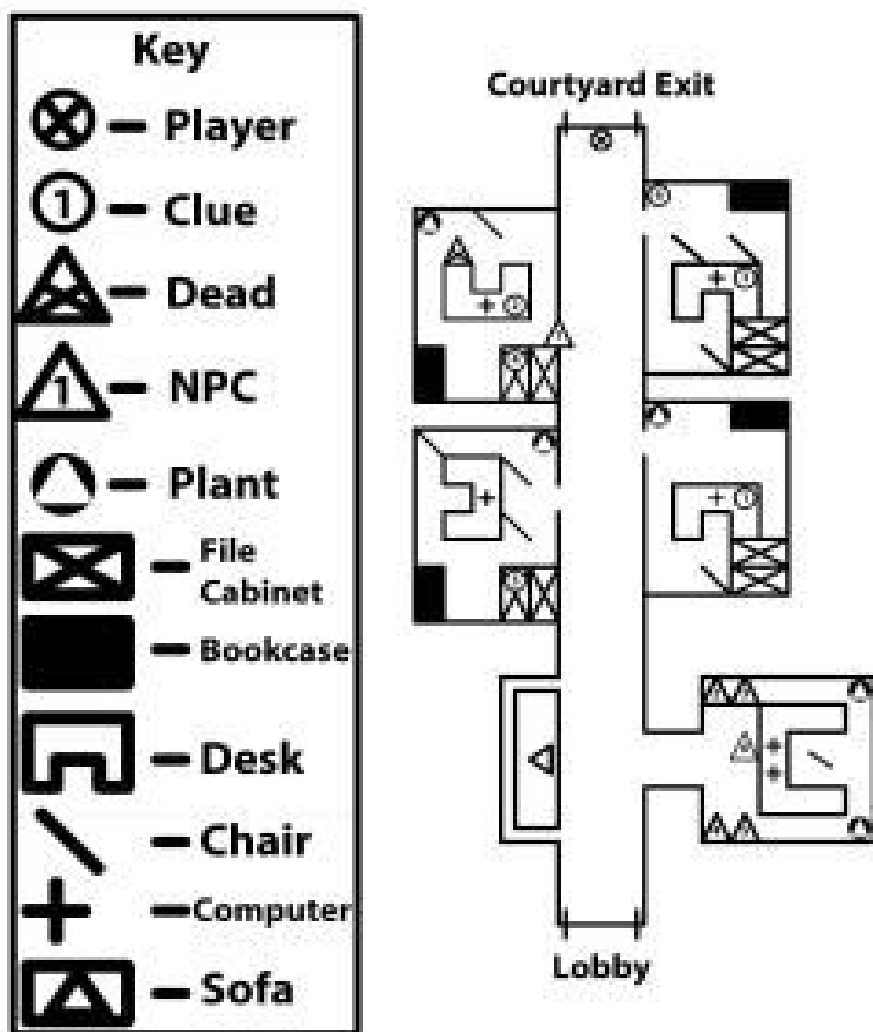
Above is a image of the lobby level layout. This level will act as the tutorial level for the player. The player starts out at the entrance and is block from progressing until they interact with the forensics officer. From here the player is giving free reign to explore the rest of the room but can not progress to the next level until he takes a intuition pill near the dead npc and has also found the keys to the basement marked as clue one. Clue two is a hollowed out book full of poetry hidden behind a flipped over table and chairs to show to the player that a struggle has occurred. The npcs will be on the organized side of the room away from the dead body to stay out of the players way. Npc one is the Mayor, Npc two is Jill, and Npc three is the forensics officer.



Above is the image of the basement level layout. This level will introduce the player to at least one clue per suspect that gives the player a reason to pin the murder in the lobby on that individual. The player must solve the hidden door puzzle by picking up and placing the two books on the bookshelf and interact with the computer hidden behind that door to unlock the courtyard door and progress to the next level. Clue one is a bloodied pencil with the mayor's name on it. Clue two is notebook on the janitor's desk that has details on shady business between Susan and the janitor. Clue three is a locket in the file cabinet with Jill's picture and name on it. Clue four are intuition pills stashed in the janitor's desk.



Above is the image of the courtyard layout. The player here will be able to interview each suspect in the game. The player must travel through the hedge maze and find the key, unlock the shed, and pick up clue 4. The locked door leads back to the main area of the courtyard from the hedge maze is placed there so the player does not have to traverse back through the hedge maze. The NPCs for the map are the following, NPC one is the mayor, NPC two is Harold, NPC three is the forensics officer, NPC four is Jose, NPC five is Susan, NPC six is Jill. The clues for the map are the following, clue one is a bloodied axe, clue two is a hose with blood stained water next to it, clue three is a box of chocolates next to Harold with Jill's name on it. Clue four is a note with some dealing between the janitor, Jill, and Steven.



Above is an image of the offices. The player here must inspect the dead npc, talk to the forensics officer, then head to the mayor's office and talk to the officer again, then choose an npc to book. The npcs in this level do not spawn until certain events are triggered. Npc one is the forensics officers who doesn't spawn in the doorway until the player inspects Jill's dead body. Npc two, three, four, five, and six are Jose, Susan, Harold, the mayor, and the forensics officer in that order. These npc's do not spawn till after the player has the first conversation in the level with the forensics officer. For the clues they are as followed, clue one is a check written out to the janitor, clue two is a picture of Jill and the janitor on the desktop on Jill's computer, clue three is a pencil with the mayor's name on it in along with other stolen goods, clue four is an intuition pill hidden under some files in the filing cabinet, clue five is a journal with the dealing between the Susan and the janitor, and clue six is a newspaper in Harold's trash bin.

Player Progression

Town Hall Lobby

Player starts out in the entrance of the town hall lobby. The player's progression is blocked off by police tape on his sides and the forensics officer in the front. The player must talk to the forensics officer to progress further in the lobby. The officer will give the player details on where he is, why he is here and will introduce the pill mechanics by allowing the player to test it on him without penalty. After the player finishes the conversation with the officer, the officer rewards the player with 5 pills and moves out of the way and walks towards the dead janitor allowing the player to progress into the room.

Here the player can do one of five things. They talk to the mayor and get an introduction to his character as well as an alibi to where the mayor was during the murder, they can talk to Jill from Accounting and get her alibi as well as an introduction to her character, they can find a clue behind the flipped over table (A hollowed out books with badly written poems that have Jose's signature on them), they can find the keys hidden behind a potted plant, or they can use the pills near the dead janitor which prompts a ghost to appear and walk to the basement door while speaking "I'll let your though my secret passage, just please, don't hurt me!".

The player can progress to the basement level once they talk to the officer, get the keys to the basement, and have used a pill near the dead janitor to see the ghost go to the basement.

Basement

The player starts off in the basement level in a small room that is connected to a hallway that leads into the janitor's office. From here the player can choose to Grab two collectable books, find four clues, and interact with the book cases and computers. The player can use the pills here to find a footprints leading from the door the lobby door to behind the bookcase.

The four clues are a bloodied pencil with the mayor's name on it next to the bookcase, a bag of intuition pills sitting in the draw of a desk (these pills will restock the player's pill count to 5), the janitor's journal that has note on him meeting with people, one draw's the detective's attention being his many meetings with the mayor's advisor Susan, and in southernmost filing cabinet is a locket containing a picture of Jill from accounting.

The two collectibles are a red and blue book. Once the player has collected them, they can placed on a suspicious bookcase. Upon doing so, the player is allowed to progress into a secret room hidden behind the bookcase. Inside the room is a locked door that leads to the courtyard and a computer that has security camera footage. Once interacting with the computer, the player gets footage evidence that has the janitor taking to someone off camera about directing funds to their personal account from the city's coffers. Once the player gets the evidence, the detective finds a program that unlocks the door to the courtyard and lets the player progress to the next level.

The player only needs to grab the books and open the secret door, as well as interact with the secret room's computer to progress through the next level.

Courtyard

The player starts off at the hidden basement exit in the courtyard behind the shed. After hitting a switch the wall in front of the player moves leading to the courtyard. From here the player is able to explore every part of the courtyard except the shed. The player can talk to all six npcs, they can explore the maze to find the key, or they can hunt for the 3 available clues.

Talking to the forensic officer will bring up a dialog which informs the player that the victim is Steven from HR and has died to multiple wounds caused by a sharp object. After the dialog, the player's pill count is restocked to 5. Taking a pill next to the dead body will show the player the last moments of Steven where he states to his killer that “I think it was a bad idea to trust them, no matter how much money they threw our way, we should report this and make amends. Wait, what are you doing with that Axe.”

Talking to every npc but the forensic officer will bring up a dialog that tells the player the relationship between the npc that is being talked to and Steven. If it's the mayor that is being talked to he will state that there seems to be something shiny beyond the fence that he is standing in front of.

The three clues are as followed. Clue one is at the north eastern dead ends of the hedge maze is a blood covered axe. Clue two is a hose with blood stains that looked like someone tried to wash blood off of them. Clue three is a box of chocolates that Harold is holding that has Jill's name on it.

The player can navigate through the maze. Taking a pill will show footprints that will aid the player in navigating the maze. Upon reaching the end there will be a key for the player to pick up. The key will unlock the gate in front of him that leads to the part of the courtyard where the npc's are gathered, as well as lets him unlock the shed. Inside the shed, the player will find a note to Steven that tells him to split the money three ways between himself, Jill, and the janitor. Upon retrieving this note, a dialog is available with the officer and Jill will be missing and the door to the offices will be unlocked. Upon talking to the officer, the player will be told that Jill went running into the offices and suggests that the player should follow her.

The player only needs to get the key, unlock the shed, and pick up the note to progress to the next level.

Main Offices

Upon entering the office, the player will hear a gunshot coming from the room next to them on the right. Here the player is allowed to explore the offices. They can go find four clues hidden in this level or inspect the dead body of Jill in the office to the right.

Inspecting the body will prompt the player with the message “She's dead. It looks like she shot herself.” Taking a pill near the dead body will show Jill's ghost scream, “I never wanted to do this! I don't want to do this!”. After this the forensic officer will spawn in the doorway to the office behind the player with an available conversation. Talking to the officer will bring up a dialog where the officer will tell the player that it looks the like the murderer has killed herself as opposed to being caught. The officer

will offer the player to put the blame on Jill or let the player look around for more evidence. Pinning the blame on Jill will end the game having the camera fade to black and a newspaper fill up the screen saying the murderer has been found dead but a copycat killer is on the loose. Choosing to investigate more will result in the officer telling the player that he will round up everyone else and bring them to the mayor's office down the hall. The screen will fade to black then fade back in with the officer gone from the doorway allowing the player to continue their exploration through the offices. All the NPC's will spawn in the mayor's office at this point.

Clue one is a check written out to the janitor from Jose hidden under a stack of files on Jose's desk. Clue two is a picture of Jill and the janitor on Jill's desktop. Clue three is a pencil with the mayor's name on it on Harold's desk. Clue four is a pill hidden in Jill's filing cabinet. Clue five is a journal documenting the meeting between Susan and the janitor in Susan's filing cabinet. Clue six is an old newspaper in a trash bin in Harold's office that tells of the detective wrongly accusing someone related to the forensic officer 20 years ago.

Once the player has inspected the body and had the conversation in the doorway with the officer, the player can go to the mayor's office to the south. Once there, the player can talk to the forensics officer to choose someone to book. After they let the officer know they are ready, they can talk to any of the npcs and confirm their choice via dialog option with the said npc. If they do that for any npc besides the forensics officer, the screen fades to black and a newspaper pops up with headlines that the mass murder has been caught however, a copycat killer is on the loose. If the player tries to book the forensics officer, they are prompted to take a pill via dialog. With that the detective can connect the dots and put blame on the officer. The officer comes out and admits it was him however, he informs the detective that pills he has been taking let a person super focus. The drawback is that they are susceptible to suggestion. He then hands the detective a gun and tells him to shoot everyone else in the room besides the officer, then to kill himself. The player will be prompted with the pill mini-game that they have to pass. If they fail the screen will cut to black with a bang and a newspaper will pop up pinning the blame of a mass homicide on the detective. If the player passes the mini-game, the detective will point the gun to the officer and with a bang the screen will fade to black and a newspaper will pop up with the headlines that the mass murder has been shot and killed after all these years.

Each newspaper is a game's ending and credits will scroll from bottom to top of the screen. Player will be prompted to go back to the main menu after the credits.

Dialog Tree

The dialog tree has a very specific setup where there only can be up to three options for the player to choose from at a time. In the xml file both the name tag and the npc them that corresponds to them must have the same name. However, the npc name in the scene only needs to have the alphabetic part of the name and none of the numeric. Every number after that corresponds to what option the player has picked in the previous choices of the conversation. (Example LobbyMayor1 is for the LobbyMayor npc and the number 1 represents the player is on the second choice of the Dialog tree after selecting the first option.) Below is the script that will be used for the game and the format it will follow. In the case that there are less than three options for the dialog tree the word “null” without quotes will be there in place of text in the xml file. If the player needs to use a pill to reveal an option *haze* will be placed in front of the text that will be shown after the player take an intuition pill.

Town Hall Lobby

- Name: LobbyOfficer
 - Text: Glad you finally showed up Detective Wells. I’m Officer Greenfield.
 - Option 1: Sorry, got here as fast I could.
 - Option 2: Enough with the sass can you tell me what happened here.
 - Option 3: First case back after 20 years. Cut me some slack.
- Name: LobbyOfficer1
 - Text: I see. Anyway, you were called here to investigate a murder that has taken place a few hours ago. The body is just behind me.
 - Option 1: What can you tell me?
 - Option 2: null
 - Option 3: null
- Name: LobbyOfficer12
 - Text: Before I get to that there are these pills the force has ask me to have you try supposedly they can help you super focus and find things the normal senses cannot find as easily.
 - Option 1: Alright.
 - Option 2: Sounds too good to be true.
 - Option 3: null
- Name: LobbyOfficer121
 - Text: Here. Try it now on me. I’m going to make a statement and see if you can find anything false about it.
 - Option 1: Okay.
 - Option 2: null
 - Option 3: null
- Name: LobbyOfficer1211
 - Text: Here. I ate a chicken sandwich three hours ago.
 - Option 1: *haze* The smell of tuna on your breath says otherwise.
 - Option 2: null
 - Option 3: null
- Name: LobbyOfficer12111
 - Text: Good, They work. The body behind me is Jason Smith, Janitor. Died to a stab wound to the jugular. That’s all I got for now.
 - Option 1: Okay. I’ll see what else I can find.
 - Option 2: null
 - Option 3: null
- Name: LobbyOfficer122
 - Text: I know it does. Try it now on me. I’m going to make a statement and see if you can find anything false about it.
 - Option 1: Okay.
 - Option 2: null
 - Option 3: null

- Name: LobbyOfficer1221
 - Text: Here. I ate a chicken sandwich three hours ago.
 - Option 1: *haze* The smell of tuna on your breath says otherwise.
 - Option 2: null
 - Option 3: null
- Name: LobbyOfficer12211
 - Text: Good, They work. The body behind me is Jason Smith, Janitor. Died to a stab wound to the jugular. That’s all I got for now.
 - Option 1: Okay. I’ll see what else I can find.
 - Option 2: null
 - Option 3: null
- Name: LobbyOfficer2
 - Text: The old dog has bite. Before I get to that there are these pills the force has ask me to have you try supposedly they can help you super focus and find things the normal eye and mind cannot.
 - Option 1: Alright.
 - Option 2: Sounds too good to be true.
 - Option 3: null
- Name: LobbyOfficer21
 - Text: Here. Try it now on me. I’m going to make a statement and see if you can find anything false about it.
 - Option 1: Okay.
 - Option 2: null
 - Option 3: null
- Name: LobbyOfficer211
 - Text: Here. I ate a chicken sandwich three hours ago.
 - Option 1: *haze* The smell of tuna on your breath says otherwise.
 - Option 2: null
 - Option 3: null
- Name: LobbyOfficer2111
 - Text: Good, They work. The body behind me is Jason Smith, Janitor. Died to a stab wound to the jugular. That’s all I got for now.
 - Option 1: Okay. I’ll see what else I can find.
 - Option 2: null
 - Option 3: null
- Name: LobbyOfficer22
 - Text: I know it does. Try it now on me. I’m going to make a statement and see if you can find anything false about it.
 - Option 1: Okay.
 - Option 2: null
 - Option 3: null

- Name: LobbyOfficer221
 - Text: Here. I ate a chicken sandwich three hours ago.
 - Option 1: *haze* The smell of tuna on your breath says otherwise.
 - Option 2: null
 - Option 3: null
- Name: LobbyOfficer2211
 - Text: Good, They work. The body behind me is Jason Smith, Janitor. Died to a stab wound to the jugular. That’s all I got for now.
 - Option 1: Okay. I’ll see what else I can find.
 - Option 2: null
 - Option 3: null
- Name: LobbyOfficer3
 - Text: Very well. You were called here to investigate a murder that has taken place a few hours ago. The body is just behind me.
 - Option 1: What can you tell me?
 - Option 2: null
 - Option 3: null
- Name: LobbyOfficer31
- Text: Before I get to that there are these pills the force has ask me to have you try supposedly they can help you super focus and find things the normal senses cannot find as easily.
 - Option 1: Alright.
 - Option 2: Sounds too good to be true.
 - Option 3: null
- Name: LobbyOfficer311
 - Text: Here. Try it now on me. I’m going to make a statement and see if you can find anything false about it.
 - Option 1: Okay.
 - Option 2: null
 - Option 3: null
- Name: LobbyOfficer3111
 - Text: Here. I ate a chicken sandwich three hours ago.
 - Option 1: *haze* The smell of tuna on your breath says otherwise.
 - Option 2: null
 - Option 3: null
- Name: LobbyOfficer31111
 - Text: Good, They work. The body behind me is Jason Smith, Janitor. Died to a stab wound to the jugular. That’s all I got for now.
 - Option 1: Okay. I’ll see what else I can find.
 - Option 2: null
 - Option 3: null

- Name: LobbyOfficer312
 - Text: I know it does. Try it now on me. I’m going to make a statement and see if you can find anything false about it.
 - Option 1: Okay.
 - Option 2: null
 - Option 3: null
- Name: LobbyOfficer3121
 - Text: Here. I ate a chicken sandwich three hours ago.
 - Option 1: *haze* The smell of tuna on your breath says otherwise.
 - Option 2: null
 - Option 3: null
- Name: LobbyOfficer31211
 - Text: Good, They work. The body behind me is Jason Smith, Janitor. Died to a stab wound to the jugular. That’s all I got for now.
 - Option 1: Okay. I’ll see what else I can find.
 - Option 2: null
 - Option 3: null
- Name: LobbyMayor
 - Text: Hello, I’m the mayor of this town.
 - Option 1: Greetings, I’m Detective Wells.
 - Option 2: What can you tell me about what happened here?
 - Option 3: *Walk away from this conversation*
- Name: LobbyMayor1
 - Text: Now that the pleasantries are out of the way, how can I assist you detective?
 - Option 1: What can you tell me about what happened here?
 - Option 2: null
 - Option 3: null
- Name: LobbyMayor11
 - Text: Heard a struggle followed by a scream a few hours ago. Came rushing out here from my office to see the janitor dead with tables and chairs knocked over.
 - Option 1: Anything else you can tell me?
 - Option 2: null
 - Option 3: null
- Name: LobbyMayor111
 - Text: Nope. Thank goodness your officer friend was somewhere nearby. He helped keep the situation under control around here. He heard the screaming and him and Jill over there came in through the front.
 - Option 1: Alright. Thank you for your time.
 - Option 2: null
 - Option 3: null

- LobbyMayor2
 - Text: Heard a struggle followed by a scream a few hours ago. Came rushing out here from my office to see the janitor dead with tables and chairs knocked over.
 - Option 1: Anything else you can tell me?
 - Option 2: null
 - Option 3: null
- Name: LobbyMayor21
 - Text: Nope. Thank goodness your officer friend was somewhere nearby. He helped keep the situation under control around here. He heard the screaming and him and Jill over there came in through the front.
 - Option 1: Alright. Thank you for your time.
 - Option 2: null
 - Option 3: null
- Name: LobbyJill
 - Text: Hello, my name is Jill Winter
 - Option 1: Greetings, I'm Detective Wells.
 - Option 2: What can you tell me about what happened here?
 - Option 3: *Walk away from this conversation*
- Name: LobbyJill1
 - Text: How can I help you detective?
 - Option 1: What can you tell me about what happened here?
 - Option 2: null
 - Option 3: null
- Name: LobbyJill11
 - Text: Heard a scream and ran in here. Was shocked to see the janitor dead in the corner. Been over here ever since then.
 - Option 1: Anything else you can tell me?
 - Option 2: null
 - Option 3: null
- Name: LobbyJill111
 - Text: Sorry, I'm still a bit shaken from this event.
 - Option 1: Alright. Thank you for your time.
 - Option 2: *haze* Where were you before this event happened.
 - Option 3: null
- Name: LobbyJill1112
 - Text: Oh, I was talking with my friend Steven, the groundskeeper of townhall.
 - Option 1: Alright, thank you for your time.
 - Option 2: null
 - Option 3: null

- Name: LobbyJill2
 - Text: Heard a scream and ran in here. Was shocked to see the janitor dead in the corner. Been over here ever since then.
 - Option 1: Anything else you can tell me?
 - Option 2: null
 - Option 3: null
- Name: LobbyJill21
 - Text: Sorry, I’m still a bit shaken from this event.
 - Option 1: Alright. Thank you for your time.
 - Option 2: *haze* Where were you before this event happened.
 - Option 3: null
- Name: LobbyJill1212
 - Text: Oh, I was talking with my friend Steven, the groundskeeper of townhall.
 - Option 1: Alright, thank you for your time.
 - Option 2: null
 - Option 3: null

Basement

No dialog here.

Courtyard

- Name: YardOfficer
 - Text: Glad you could make it. Seems like we have another murder on our hands.
 - Option 1: What happened?
 - Option 2: Any idea who did this?
 - Option 3: null
- Name: YardOfficer1
 - Text: Groundskeeper Steven. Gashes around his body made by some sharp object. No idea where the object is.
 - Option 1: Any idea who did this?
 - Option 2: null
 - Option 3: null
- Name: YardOfficer11
 - Text: No idea. Every person in the building is in this yard, so the killer is among us. Watch you back and be careful. Before you go let me supply you with pills.
 - Option 1: Thanks, I’ll have a look around.
 - Option 2: null
 - Option 3: null

- Name: YardOfficer2
 - Text: No idea. Every person in the building is in this yard, so the killer is among us. Watch you back when you are looking around. Here are some more pills to help you.
 - Option 1: What happened?
 - Option 2: null
 - Option 3: null
- Name: YardOfficer21
 - Text: Groundskeeper Steven. Gashes around his body made by some sharp object. No idea where the object is.
 - Option 1: Alright, I'll have a look around.
 - Option 2: null
 - Option 3: null
- Name: YardMayor
 - Text: We meet again detective, how can I help you?
 - Option 1: What are you looking at?
 - Option 2: Where were you before this incident went down?
 - Option 3: null
- Name: YardMayor1
 - Text: There seems to be something behind this fence, but I can't reach it. I would go get it, but I don't want to wander away from the group.
 - Option 1: Sure, I'll get it.
 - Option 2: By the way, where were you before the murder of Steven?
 - Option 3: null
- Name: YardMayor12
 - Text: I with the officer in the lobby. We heard a screaming from the courtyard so we ran out here.
 - Option 1: Thank you for your time.
 - Option 2: Was anyone else with you?
 - Option 3: null
- Name: YardMayor122
 - Text: Nope, just us.
 - Option 1: Thank you for your time.
 - Option 2: null
 - Option 3: null
- Name: YardMayor2
 - Text: I with the officer in the lobby. We heard a screaming from the courtyard so we ran out here.
 - Option 1: Thank you for your time.
 - Option 2: Was anyone else with you?
 - Option 3: null

- Name: YardMayor22
 - Text: Nope, just us.
 - Option 1: Thank you for your time.
 - Option 2: null
 - Option 3: null

- Name: YardJill
 - Text: We meet again detective.
 - Option 1: Any idea what happened here?
 - Option 2: Where were you when this all went down?
 - Option 3: *walk away*
- Name: YardJill1
 - Text: Seems as though the groundskeeper was killed.
 - Option 1: Where were you when this all went down?
 - Option 2: Thank you for your time.
 - Option 3: null
- Name: YardJill11
 - Text: I was in the bathroom. Came out after I heard a scream come from here.
 - Option 1: Thank you for your time.
 - Option 2: *haze* Why do you look like you got in a fight with a hose.
 - Option 3: null
- Name: YardJill112
 - Text: I got scared when I heard the scream I accidentally spilled water all over myself while washing my hands.
 - Option 1: Thank you for your time.
 - Option 2: null
 - Option 3: null
- Name: YardJill2
 - Text: I was in the bathroom. Came out after I heard a scream come from here.
 - Option 1: Thank you for your time.
 - Option 2: *haze* Why do you look like you got in a fight with a hose.
 - Option 3: null
- Name: YardJill22
 - Text: I got scared when I heard the scream I accidentally spilled water all over myself while washing my hands.
 - Option 1: Thank you for your time.
 - Option 2: null
 - Option 3: null

- Name: YardJose
 - Text: Hello, I don't believe we have met. I'm Jose Garfield Administrative Analyst.
 - Option 1: Greetings, I'm Detective Wells.
 - Option 2: Where were you before this incident went down?
 - Option 3: *walk away*
- Name: YardJose1
 - Text: Hello detective, how may I help you.
 - Option 1: Where were you before this incident went down?
 - Option 2: null
 - Option 3: null
- Name: YardJose11
 - Text: I was working at my computer where when I heard a scream. I ran out here as fast I could to see Steven dead on the ground.
 - Option 1: Anything else you can tell me?
 - Option 2: Thank you for your time.
 - Option 3: null
- Name: YardJose111
 - Text: I heard the sound of running water when I was out here. It seemed to have stopped before you arrived. I assumed the sprinklers in the hedge maze were going off.
 - Option 1: Alright, thank you for your time.
 - Option 2: null
 - Option 3: null
- Name: YardJose2
 - Text: I was working at my computer where when I heard a scream. I ran out here as fast I could to see Steven dead on the ground.
 - Option 1: Anything else you can tell me?
 - Option 2: Thank you for your time.
 - Option 3: null
- Name: YardJose21
 - Text: I heard the sound of running water when I was out here. It seemed to have stopped before you arrived. I assumed the sprinklers in the hedge maze were going off.
 - Option 1: Alright, thank you for your time.
 - Option 2: null
 - Option 3: null
- Name: YardSusan
 - Text: Hello, I don't believe we have met. I'm Susan Carbuckel, Mayor's Assistant.
 - Option 1: Greetings, I'm Detective Wells.
 - Option 2: Where were you before this incident went down?

- Option 3: *walk away*
- Name: YardJSusan1
 - Text: Hello detective, what questions did you wanna ask me?
 - Option 1: Where were you before this incident went down?
 - Option 2: Did you know the victim?
 - Option 3: No, I didn't need to ask you any questions.
- Name: YardSusan11
 - Text: I was in the lobby talking to the Mayor. We heard screams and came running out here.
 - Option 1: Anything else you can tell me?
 - Option 2: Thank you for your time.
 - Option 3: null
 -
- Name: YardSusan111
 - Text: Nope, I do not know anything else.
 - Option 1: Alright, thank you for your time.
 - Option 2: null
 - Option 3: null
- Name: YardSusan12
 - Text: Can't say I do. All I know is that he was the groundskeeper.
 - Option 1: Anything else you can tell me?
 - Option 2: Thank you for your time.
 - Option 3: null
- Name: YardSusan121
 - Text: Nope, I do not know anything else.
 - Option 1: Alright, thank you for your time.
 - Option 2: null
 - Option 3: null
- Name: YardSusan2
 - Text: I was in the lobby talking to the Mayor. We heard screams and came running out here.
 - Option 1: Anything else you can tell me?
 - Option 2: Thank you for your time.
 - Option 3: null
- Name: YardSusan21
 - Text: Nope, I do not know anything else.
 - Option 1: Alright, thank you for your time.
 - Option 2: null
 - Option 3: null
- Name: YardHarold
 - Text: What do you want?
 - Option 1: Greetings, I'm Detective Wells.
 - Option 2: What are you doing back here by yourself.
 - Option 3: *walk away*

- Name: YardHarold1
 - Text: I don't want to talk to you. Leave me alone.
 - Option 1: Calm down buddy. Can I get a name?
 - Option 2: What are you doing back here by yourself.
 - Option 3: *walk away slowly*
- Name: YardHarold11
 - Text: Sorry, I don't want to see the crime scene. Blood makes me sick to my stomach. The name is Harold by the way.
 - Option 1: What are you doing here by yourself.?
 - Option 2: Where were you when this all happened?
 - Option 3: null
- Name: YardHarold111
 - Text:Hiding my view from the crime scene. I don't want to see blood and death.
 - Option 1: Alright, I leave you be.
 - Option 2: null
 - Option 3: null
- Name: YardHarold112
 - Text:Hiding I was in my office. Working on a project.
 - Option 1: Alright, I leave you be then.
 - Option 2: *haze* The faint scent of chocolate and the box of chocolates with the label to jill says otherwise.
 - Option 3: null
- Name: YardHarold1122
 - Text: Well...I mean...Mind your own business!
 - Option 1: I'll be back.
 - Option 2: null
 - Option 3: null
- Name: YardHarold12
 - Text: Hiding from the would be murderer. I could be anyone out there. Even you.
 - Option 1: I'll just let you calm down.
 - Option 2: null
 - Option 3: null
- Name: YardHarold2
 - Text: Go away! I'm not talking.
 - Option 1: Well, looks like I'm not getting information from you.
 - Option 2: null
 - Option 3: null

Offices

- Name: DoorOfficeOfficer
 - Text: I guess she was the killer. Should we call this a case closed detective?
 - Option 1: Yes, looks Jill was the killer after all.
 - Option 2: I would like to look around more. Something doesn't feel right.
 - Option 3: null
- Name: DoorOfficeOfficer2
 - Text: Sure dectective. I'll gather everyone up and meet you down by the mayor's office when you are ready to book someone. Here are the last of the pills I have on my person.
 - Option 1: Thanks. I'll meet you all there when I am ready.
 - Option 2: null
 - Option 3: null
- Name: OfficeOfficer
 - Text: Ready to close this case? Just point out who you think is the murderer.
 - Option 1: Yes, I'm ready.
 - Option 2: No, let me look around some more.
 - Option 3: null
- Name: BookJose
 - Text: Surely you don't think it's me, right?
 - Option 1: Yes, I'm sure it's you Jose!
 - Option 2: No, I don't think it was you.
 - Option 3: null
 -
- Name: BookMayor
 - Text: Why would I want to kill anyone. I assure you I'm not the murderer.
 - Option 1: Yes, I'm sure it's you Mayor!
 - Option 2: No, I don't think it was you.
 - Option 3: null
- Name: BookSusan
 - Text: You're joking right? You think I'm the killer?
 - Option 1: Yes, I'm sure it's you Susan!
 - Option 2: No, I don't think it was you.
 - Option 3: null

- Name: BookHarold
 - Text: Surely you don’t think it’s me, right?
 - Option 1: Yes, I’m sure it’s you Jose!
 - Option 2: No, I don’t think it was you.
 - Option 3: null

- Name: BookOfficer
 - Text: Just point them out Wells.
 - Option 1: I think you did it Greenfield.
 - Option 2: Okay, I’ll get on it.
 - Option 3: null

- Name: BookOfficer1
 - Text: Ha, funny joke. But kidding aside who do you think it is?
 - Option 1: I’ll go point them out.
 - Option 2: *haze* I’m not kidding. I’m 100% sure it you Greenfield.
 - Option 3: null

Controls

Xbox Controller:

Movement ----- Left Stick
 Confirm ----- A
 Pills ----- Y
 Pause ----- Start
 Flashlight ----- RB
 Inventory/Journal ----- Select

Mouse and Keyboard:

Movement ----- WASD
 Confirm ----- E or Enter
 Pills ----- T
 Pause ----- P
 Flashlight ----- F
 Inventory/Journal ----- Tab