Deceptional

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Introduction

Deceptional is a detective game about finding the murderer among a group of people through conversation and observation of their behavior to distinguish the lies from the truths in procedurally generated cases.

Controls and Core Mechanics

## Controls

* Mouse click (PC) or screen tapping (Tablet)

## Camera Setup

* Fixed Camera Position (Isometric?)

## Core Mechanics

* The player can call in persons of interest (POI) from the waiting room for questioning.
* Once in the interrogation room, POIs give the detective their first statement and the detective can choose how to drive the conversation - as shown in the Figure below - call in another POI or arrest that witness as the murderer.



* The player can call in a limited number of POIs per game day.
* If a POI is wrongfully accused of lying or arrested, he will be angry and will refuse to speak to the detective the next day.

# Exotic mechanics

## POI Interaction

While the POIs are in the waiting room, they will walk around and mimic interacting with each other. Depending on the information they have, different reactions will be visually displayed:

* If the information they have is incompatible, a symbol of disagreement (red cross) will be shown.
* If the information they have the same, a symbol of agreement (green tick) will be shown.
* If the information they have is different but compatible, nothing will be shown.
* If the information of one of the POIs is that the second POI is lying, a symbol for conflict (angry emoji) will be shown.
* If the information of one of the POIs is that the second POI is honest, a symbol for compliment (happy emoji) will be shown.

## Clue Definition

TODO (POI X is lying, POI X is honest, The murderer wore a [Color/Shape] [Piece of Clothing])

## POI Appearance/Clothing

TODO (colors and/or shapes, redundancy issue)

# Setting

The game takes place in two rooms which are simultaneously visible at all times to the player:

* The **waiting room**, where the POIs are waiting to be called in by the detective.
* The **interrogation room**, where the detective interrogates the POIs.

# Overarching Structure

* The game will present a procedurally generated murder case at the beginning of each session.
* The player will then have a limited number of interactions per game day to find the murderer.
* If the player fails to arrest the murderer, at the end of the day one of the POI will die.
* If the player arrests the wrong person, all his remaining actions for the day will be spent and the game will resume after another POI is killed.
* Every new game day, POIs will have new information about the case.

OverarchingStructure.png