The Pink Pill (Outline)

Game is broken into 2 main parts

* Part 1: The murder
  + Player character is a woman who is having an affair with her husband
  + Learns over time that she is about to be murdered
  + Can leave evidence for part 2
  + The player will die every time
* Part 2: The investigation
  + Player character is now Sherlock Holmes
  + Finds the evidence left behind from part 1
  + Catches the murderer if all of the evidence is found
  + If not, player will either lose or have to restart

Evidence

* Wedding ring
  + Must be left in the hotel bar
    - Once it is found, allows Sherlock to access her home
* Match book
  + Must be taken from the hotel and kept in inventory, allows Sherlock to access the hotel
* Cell phone
  + Must be left in the cab
    - Phone is tracked by GPS at her home
* Phone password
  + Must be written into the ground right before the player dies in part 1

\*\*NOTE: if evidence is placed in incorrect place, it will be destroyed/taken by murderer

Game Progression

Game Start- Part 1

1. Start in hotel bar
   1. Player has wedding ring, phone
   2. Can take match book
   3. Should leave wedding ring
   4. Receives notification that her cab is here
   5. Leave for cab
2. In the cab
   1. Player waits or talks to cabby
      1. Notices that they are going out of the way
      2. Gets suspicious of situation
   2. Cabby reveals that he is going to kill woman
      1. Any attempts to leave car or call for help are not allowed
   3. Player should drop phone in the cab
   4. Once cab stops, player can get out
3. Abandoned Apartment
   1. Player plays “game of wits” with cabby
      1. Take one of two pills
      2. Player will lose the game, they will die
   2. Player will get one chance to leave a message
      1. Should write phone password (RACHEL)
   3. Player dies

Part 2- Sherlock

1. Abandoned Apartment
   1. If everything in part 1 was done correctly, Sherlock can pick up the matchbook and read the message
   2. If the matchbook was found, player can go to the hotel
      1. If not, dead-end
2. Hotel bar
   1. If wedding ring was left, bartender will give it to Sherlock
   2. After conversation with other patron, player will learn where she lived, and can then access the suburban house
      1. If wedding ring was not found, dead end
3. Suburban house
   1. Find husband in house, after conversation, learn that the player can track the woman’s phone
      1. Need the phone password to do it
   2. If the phone was left in the cab, once the player tracks the phone, it will show up at the docks
      1. If not, or the password was not found, dead end
4. Docks
   1. No player action needed
   2. Find the cab next to an old house, confront and arrest him
   3. Game Win

\*\*NOTE: This game is supposed to be very difficult, multiple playthroughs should be necessary to win. Hints will be given, mostly in part 2