Concept Document

Crime Scene Investigation

# Introduction

The Purpose of this document is to document and illustrate the project that has been agreed upon by Team Nooblets, consisting of Stefanos Kaltsis, Vladut Stoian, Liam Bouquet-Gunnell, Miguel Dubocquet.

The product that is aimed to be delivered is a Crime Scene Investigation Interactive app, which is intended to be used as an Educational as well as Entertainment program where you help solve a crime by gathering evidence and deducing what happened to find the criminal.

# Description

The application is a game that puts the user into the shoes of a detective, he will be responsible with the gathering of evidence present at the crime scene by interacting with the various objects around the scene and using these clues to deduce what has happened and who is to blame for what.

The user is free to move around the confines of the scene and can interact with objects which could render them clues via the description of the item, not all items will be clues as the user needs to decide which is useful and which is not.

The will also be NPCs which the user can interact with to find more clues and certain NPCs will also change what they say depend on what clues the user has found.

Finally, the user can decide, once enough evidence has been gathered, who will be arrested depending on what deductions and evidence he has provided, the possibility of accusing the wrong person will also be there so the user needs to be confident in his choice.

# Key Features

The following key features will be present in the app:

* Interactivity – The user can freely move around the scene and jump if they have the space to. And can interact with objects to give a response back, either a description of item or an animation of something happening
* Dynamic Lighting – Dynamic lighting will be used to render a more realistic scene and to also impede or assist the user in finding clues.
* Artificial Intelligence – NPCs will be present who will change their interaction to the user depending on what evidence has been found.

# Target Audience

Due to the concepts been portrayed in the game, there is an age restriction placed on it, you need to be 18+ to play the game, and the product is intended to be used for Educational and Entertainment:

* Educational – used to train detectives in a virtual environment that doesn’t necessitate the same resources as doing it physically.
* Entertainment – this app can also be used by people wanting to challenge themselves by traying to deduce clues from evidence and figuring out what happened.

# Concept Art

