Concept Document

Crime Scene Investigation

# Introduction

The Purpose of this document is to 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 web app. Its intended used is for educational as well as entertainment purposes 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 perspective 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.

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

There will also be Non-Player Characters (NPCs) which the user can interact with to find more clues, and certain NPCs will also change what they say depending on what clues the user has found.

Finally, once enough evidence has been gathered, the user can decide 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. In addition, the user may interact with objects to give feedback, such as a description of the item, or as 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 change their response to the user depending on what evidence has been found.

# Target Audience

Due to the concepts that are being portrayed in the game, there is an age restriction placed on it. Therefore, you need to be over 18 years old to play the game. Moreover, the product is intended to be used for both education and entertainment:

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

# Concept Art



 