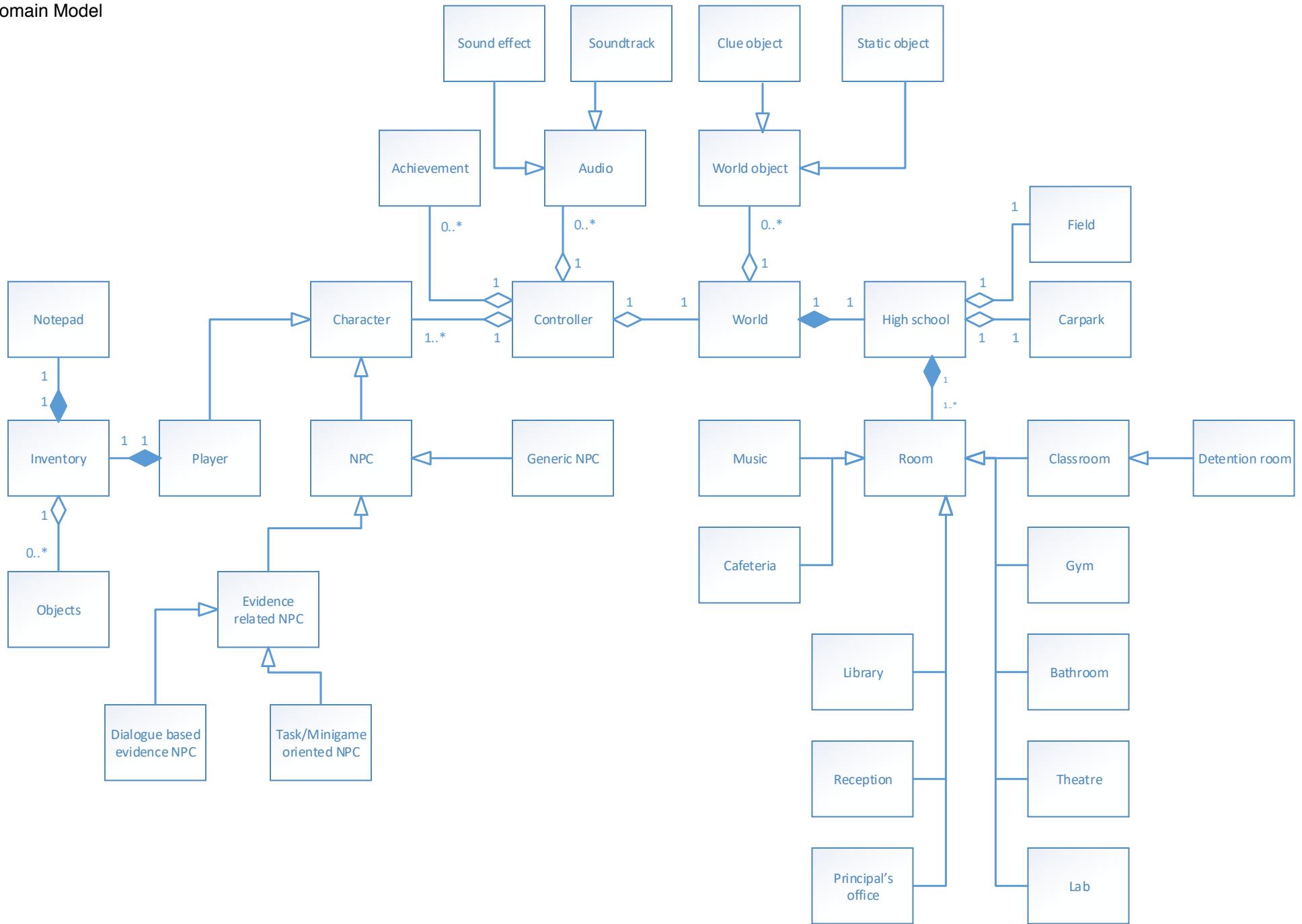


Domain Model



1. Game World

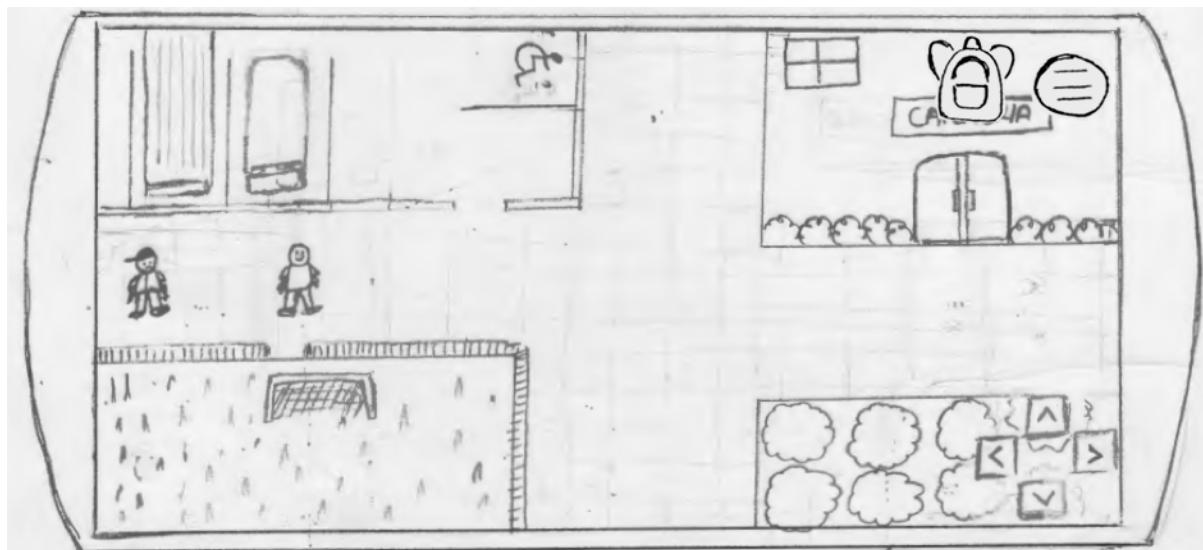


Figure 1: High School - Top left: car park, top right: cafeteria, bottom left: sports field. The controller on the bottom right indicates how the player can control the movement of the character.

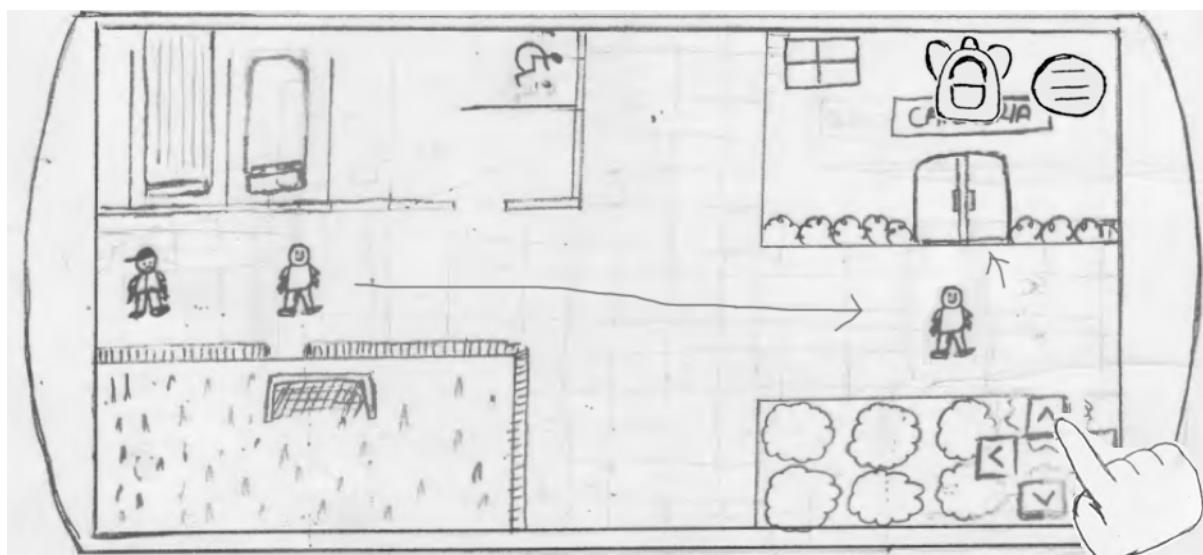


Figure 2: Character movement towards the cafeteria using the control keys. Once at the door of the cafeteria, the character enters the cafeteria.

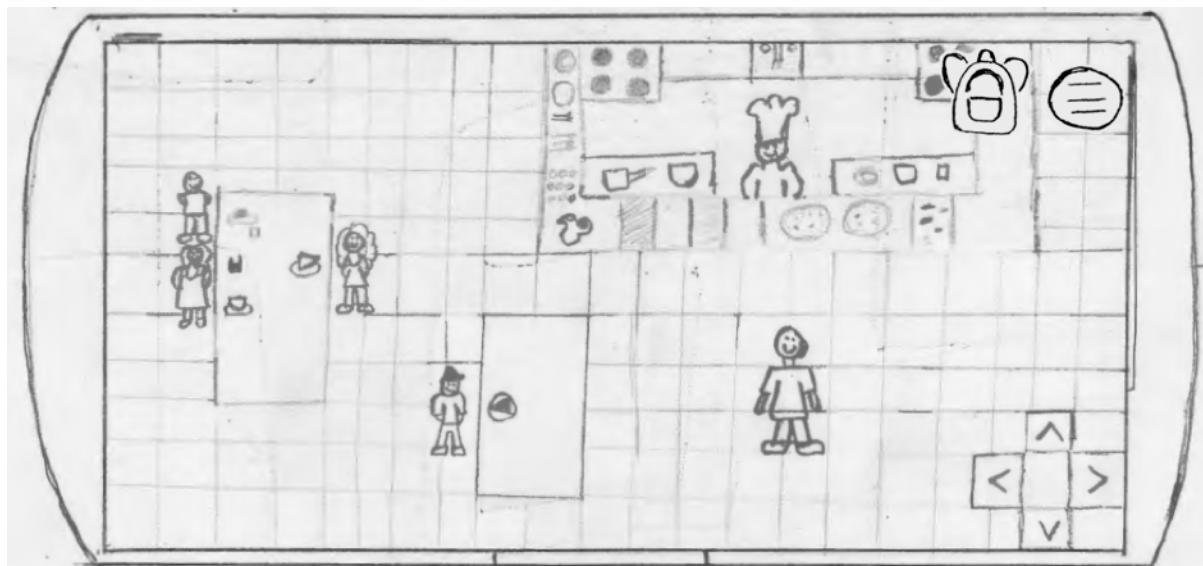


Figure 3: Inside the cafeteria

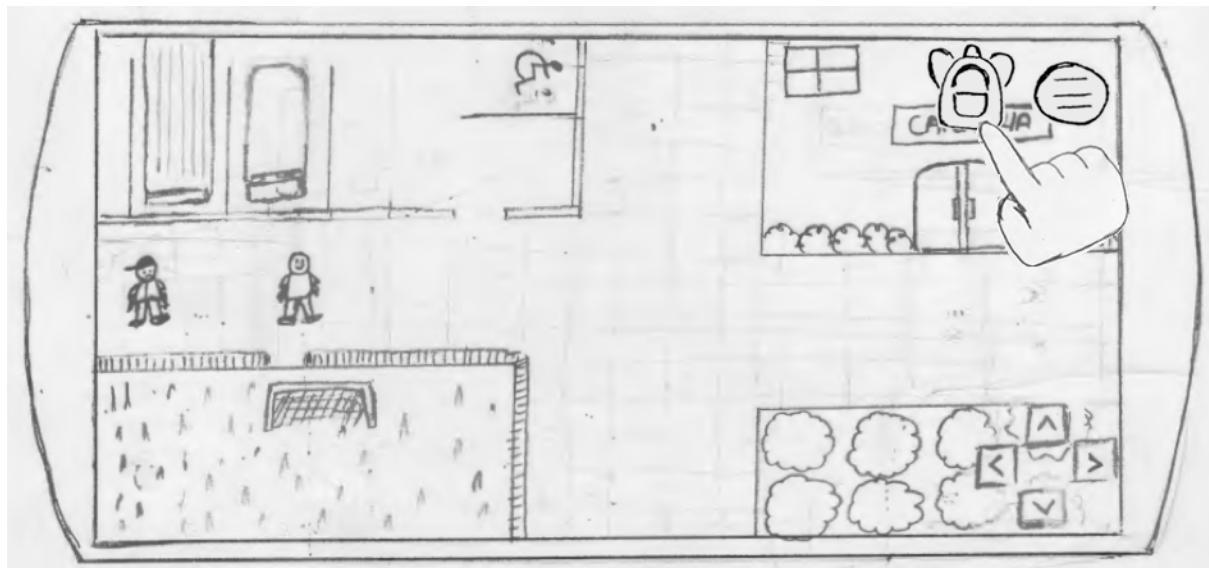


Figure 4: Pressing the bag icon leads you to the inventory.

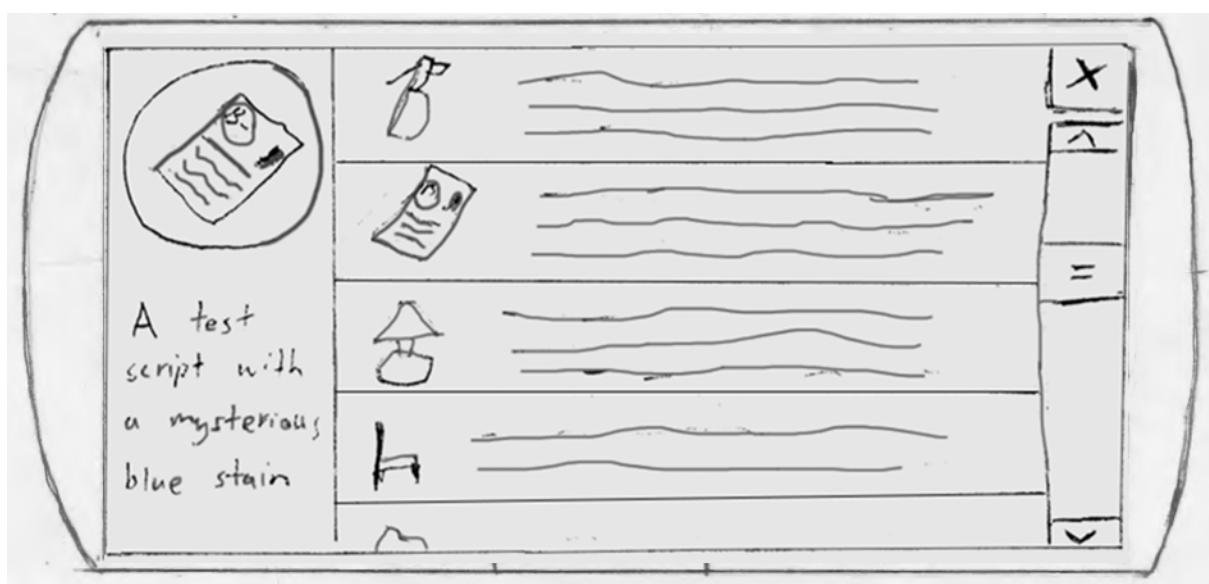


Figure 5: Inventory

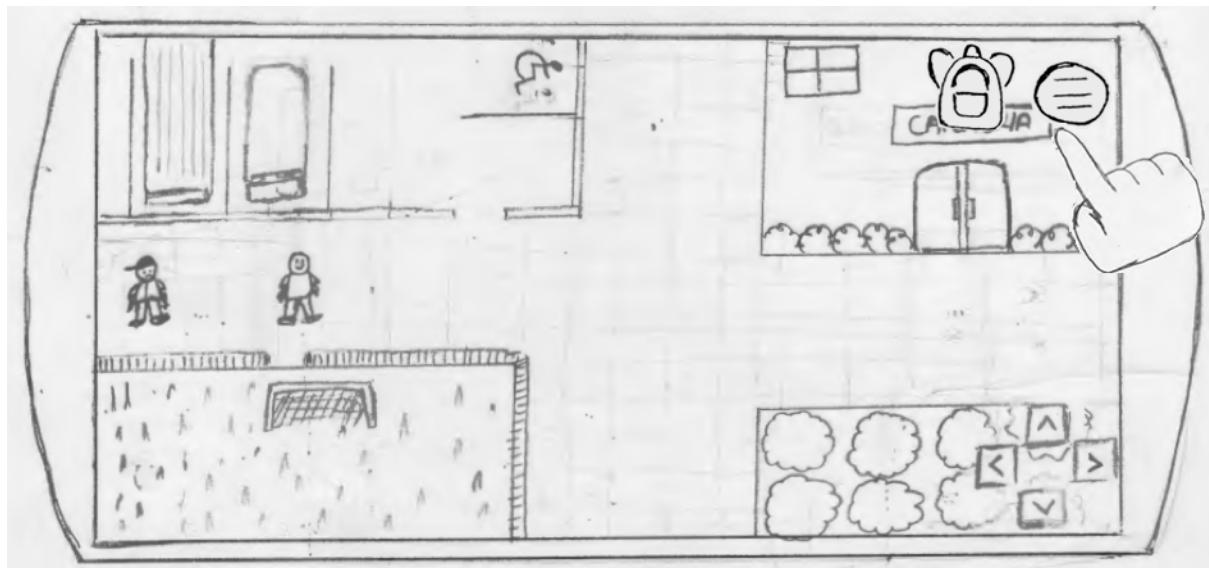


Figure 6 Pressing the menu icon leads you to the menu options.

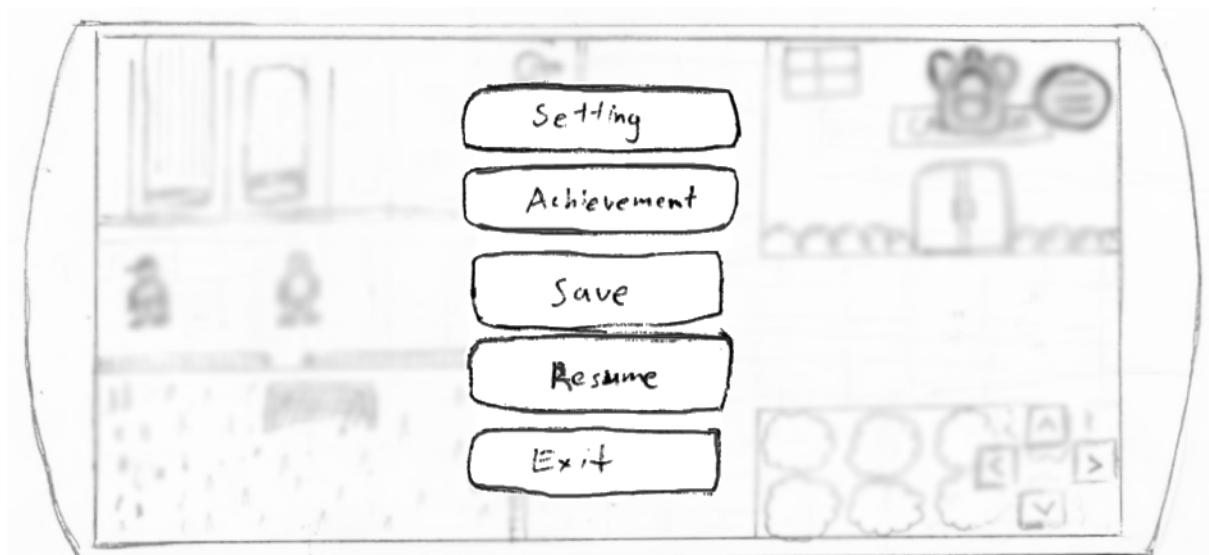


Figure 7: Menu options

2. Game Mechanics

- a. Camera-panning by tilting mobile phone.

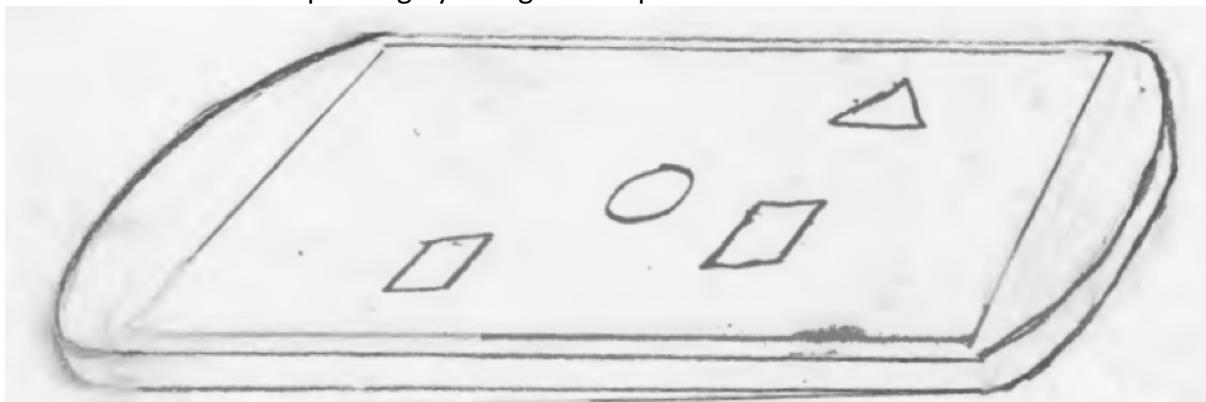


Figure 8: Mobile phone in stationary position - No camera movement. The shapes are located in centre of the screen.

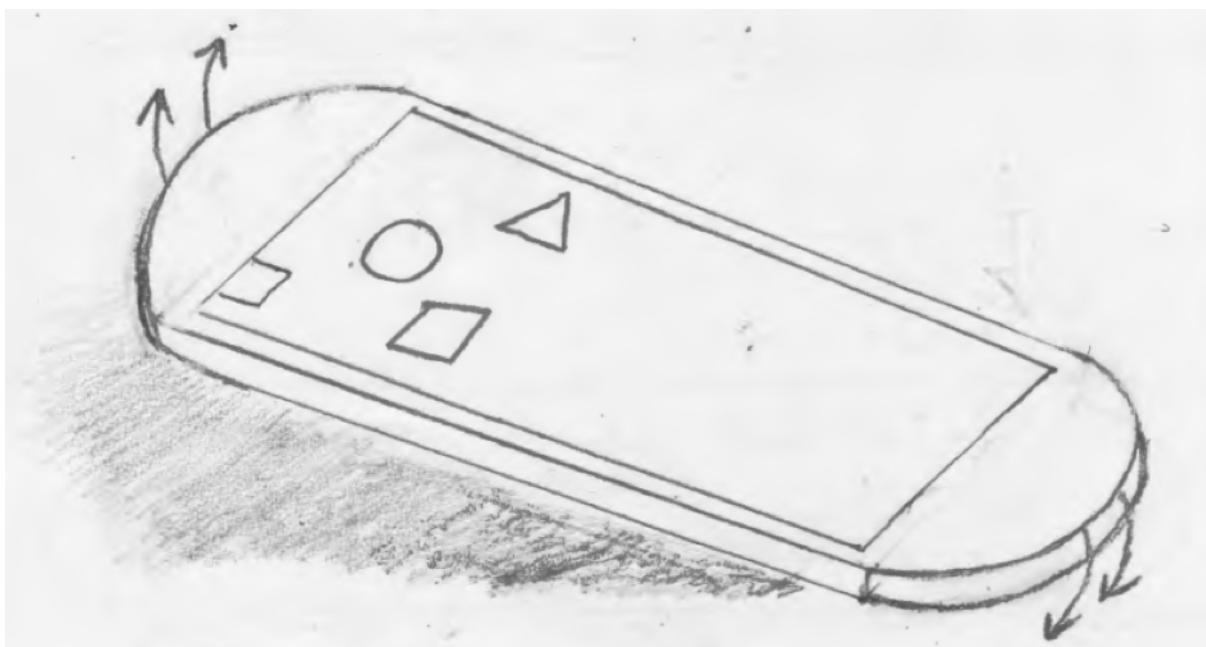


Figure 9: Phone is tilted to the right causing the camera to pan to the right. The shapes here show how tilting function works.

b. Use of microphone sensor to detect blowing

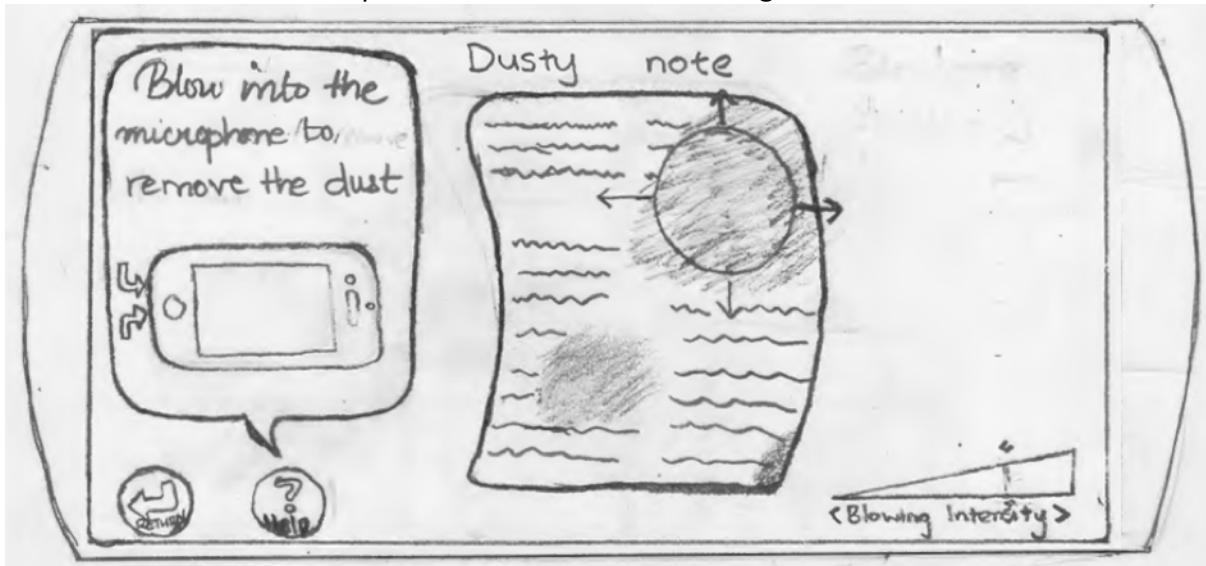


Figure 10: Before blowing - Some part of the note is hidden by dust.

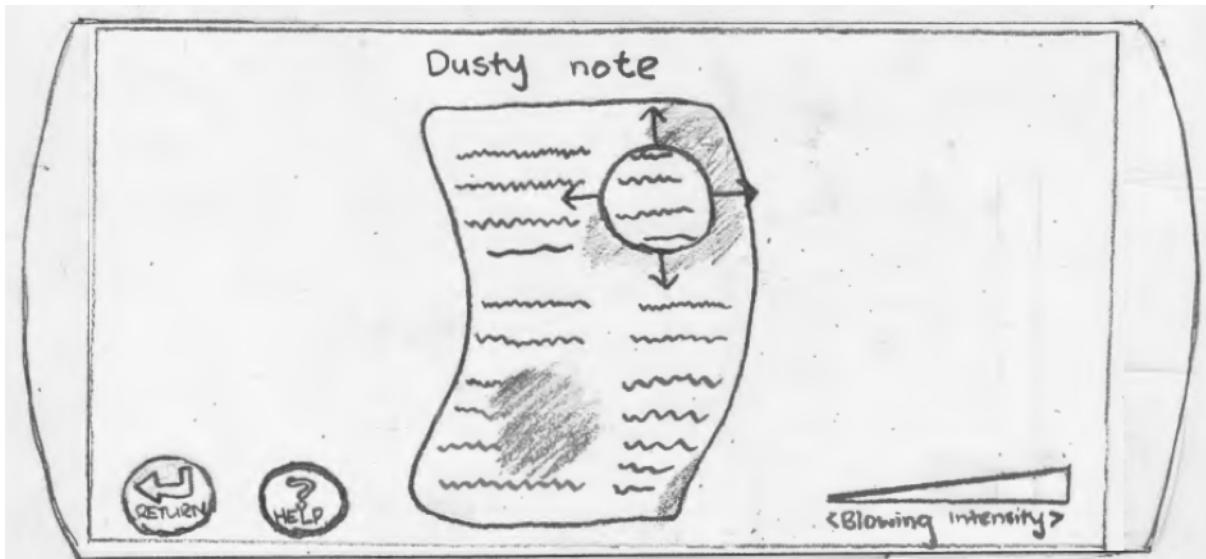


Figure 11: After blowing - The note is partially clear of dust. Player needs to blow all the dust to read a note completely. The meter at the bottom right provides the user with some feedback about their blowing intensity. Return button at the bottom left leads back to the game world.

3. Central Character and its skill – Selecting dialogue options when talking to characters

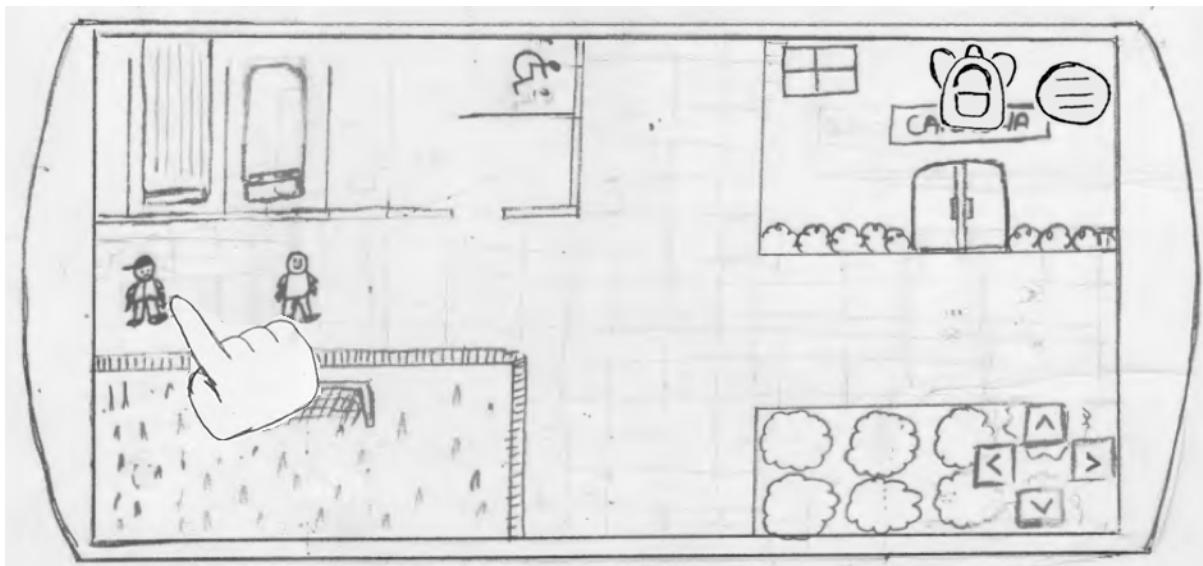


Figure 12: Pressing on a character (in this case NPC) leads to a dialogue screen as shown below.



Figure 13: NPC talks to the player

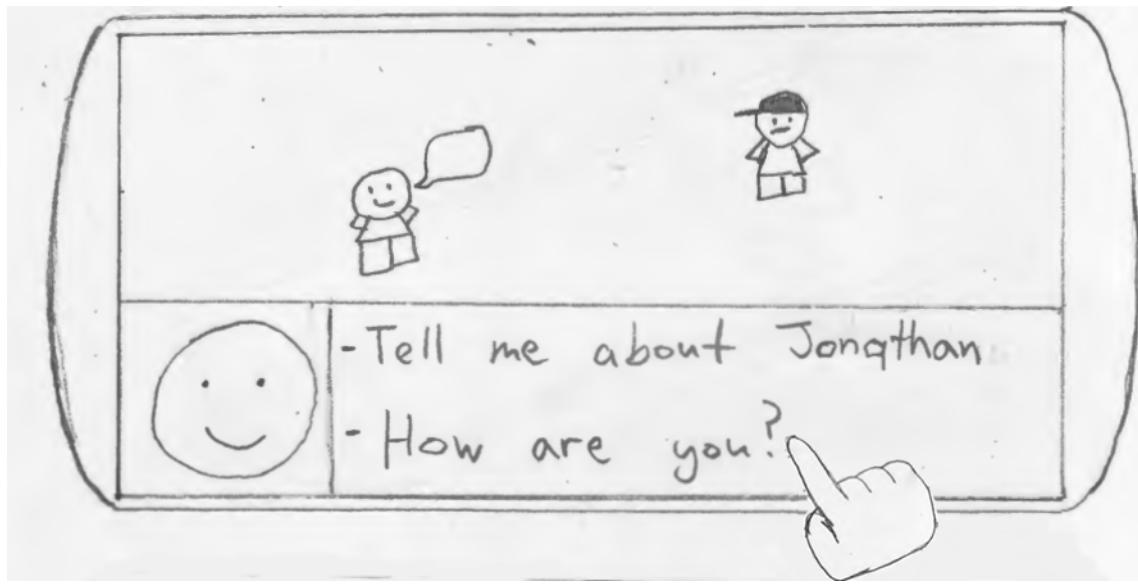


Figure 14: Player selects the second dialogue option by pressing the second option. By making such dialogue choices, the player can view different opinions from different characters. By interacting with such characters, the player can find out information about the stolen exam scripts case.

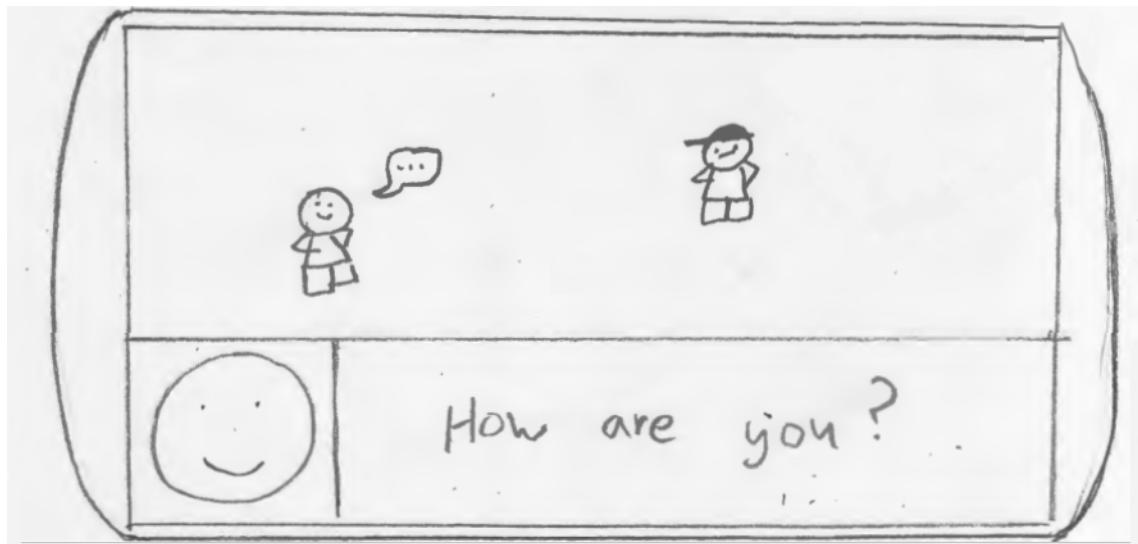


Figure 15: Player speaks the option they have selected.