

# FBI Simulator (Name TBD - GDD)

**\*Please** be aware that while all the features mentioned represent the ideal vision for this game, their inclusion in the prototype may vary based on development constraints. As the developer, you have the discretion to prioritize and determine which features will be implemented to create a finalized and testable prototype.

**Concept:** This is a hybrid-casual arcade game that simulates the experience of playing as an FBI agent that investigates crime scenes and catches the criminal responsible for the crime.

**References:** We recommend playing the game attached below

1. Street Cop 3D: <https://apps.apple.com/us/app/street-cop-3d/id1594851255>
  - a. Good reference for camera point of view and joystick camera movement and object examining mechanic

## Gameplay:

### Intro:

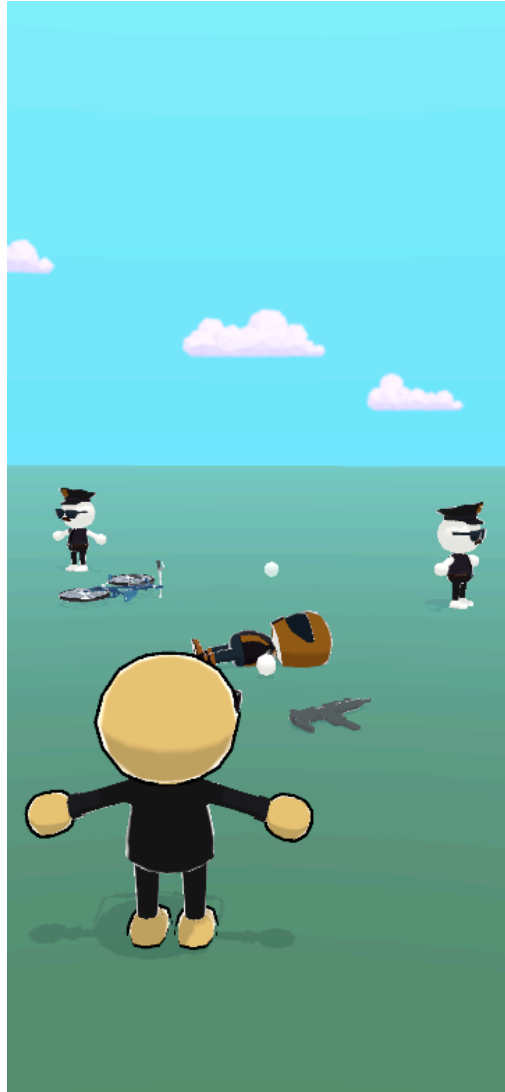
#### 1. Walking Into Crime Scene:

- a. Each "Level" will be a specific crime or crime scene. The player will arrive at the crime scene and will have a debrief on the case that can be both clear in the visual of the crime scene and is told through text. Examples can be seen below.

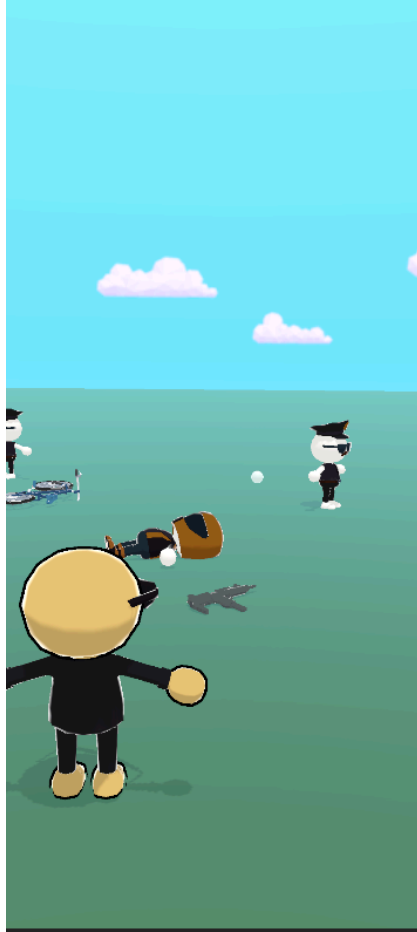
### Controls:

#### 1. Joystick Control to look around

- a. When the player is examining the crime scene, they can press and drag on screen with their finger to look around. Please look at the reference photo here, which shows a very simple example of a crime scene and the point of view:



- b.
- Notice the crosshair in the middle. If the player were to drag their finger to the right, then the camera and crosshair would pan to the right and it would look like this (see below):



- Notice that the body stayed still but the head movement and camera moved so the player can see more.

### **Examining Evidence:**

1. In the example photos above, if the player aimed their crosshair at the weapon on the ground, there will be a loading bar on the crosshair that, if loaded fully, will zoom the camera in on the piece of evidence and collect the information it needs from it.
2. In this case, the information that might come from examining the gun is the name of the store it was bought from – Or – you might find fingerprints, noting that the fingerprints come from, for example, someone with blonde hair - this will help in being able to decide the criminal later on which is described further below.
3. And there would be other items that all contribute towards learning more about the criminal

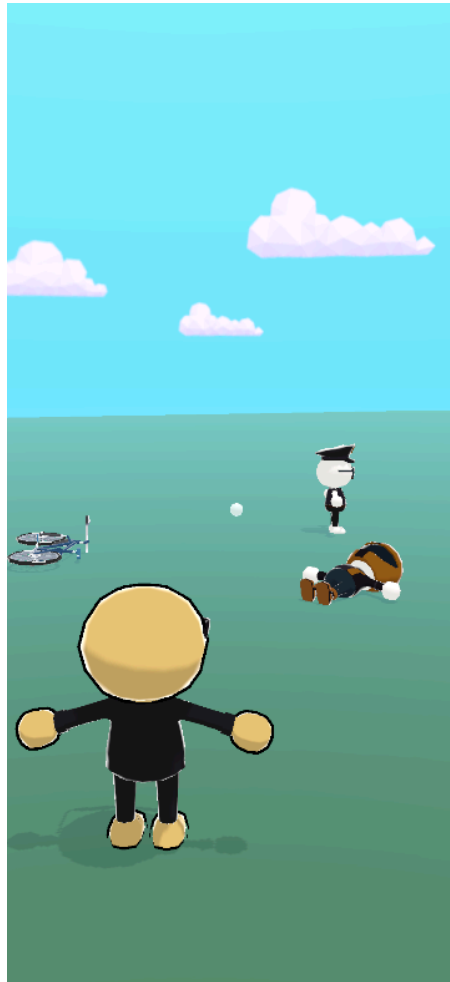
### **Moving to a new spot:**

1. The player may need to walk to different parts of the crime scene to gain access to a new angle of the room which would therefore allow them access to view other pieces of evidence.
2. To do this, we will have predetermined standing points for the player. And in order to move to that point, the player would simply look at a certain part of the room. Here's an example in which the player looks to the left:



- a. When they look to the left, the “Go here” in-world UI pops up. If the player looks at it, it will load, just like it does when examining evidence. If it loads fully, the player will move to that spot and then

they will be allowed to look around again. Like so:



3. Each level can have a UI that displays how many pieces of evidence there are and how many the player has collected so far.
4. When all pieces of evidence are collected, a button pops up prompting the player to go to the police lineup to decide who is the criminal.

### **Choosing the criminal:**

1. When the player presses the button to go and choose the correct criminal, they will appear at a Police Lineup. Something that looks like this:



2. Looking at each criminal in the line provides a short description of them such as physical traits, characteristics, and recent whereabouts. One of the people will link back perfectly to the evidence collected in the crime scene, and that will be our criminal that we choose to lock up.

### **Crime Scenario Suggestions:**