

Final Project Proposal
The Unraveling

We're going to do a murder mystery style roleplaying game where the player is hired to investigate the disappearance of Marisa Ecclestone, a 16-year-old girl from the Dyer Highlands. The player has 7 days to investigate the disappearance of the girl and report their findings to Marisa's parents, Jimmy and Kenna.

Each character in the story will have stats depending on their class. The player will have many options to interact with these other characters.

Through interactions with others/choices made, the player will have specific attributes either increased or decreased. These are integral as with conflicts encountered, if the attributes are not at a certain level, the player might get a GAME OVER.