UNTITLED MURDER MYSTERY GAME DESIGN DOC

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# PLOT:

## Basic Idea:

A crime has been committed; the PC must solve it. They must interview witnesses (and prevent them from being killed), gather clues (and prevent them from being stolen or ruined). They must then assemble proof to deliver to the authorities or Serve as personal ministers of justice.

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# CHARACTERS

# ART DESIGN

# MUSIC

# SYSTEMS