

Murder Mystery Story

Interactive

Mostly linear story

Quiz in the beginning to determine the character

Action/cut scene

randomly generated music and background

Quiz Questions

Choose not to say - randomly generated character

Name?

Characters:

Butler - Main Entrance

Maid - Living room

Chef - Kitchen

Person murdered - Dining room

Financial Advisor*** - Study

Creepo - Shed/Secret Passage

Significant Other*** - Bedroom

Pissy Policeperson - Depends

Storyline

Shadowy figure kills person

- murder room aka dining room

Dinner guest starts in murder room talks to each person

- each person will say where they will be

Protag. alone in murder room

Clue:

- handprint - bloody

- secret passage - (way to get around), connects murder to bedroom - sig other

Protag. goes to:

- Kitchen

- talks to chef

Clues:

chef dialogue - "I'm always underpaid"

bloody apron - chef was wearing to kill animal

Entrance room

talks to butler

Clues:

butler dialogue - "I've never seen the sig other cry before" - sig other

key - access to bedroom

Living room

talks to maid

Clues:

maid dialogue - heard person murdered arguing (heard in ____ room)

shirt - blood on it

Study

talks to advisor

Clues:

advisor dialogue - "will" - advisor

computer - files, undeleted internet history - advisor

Bedroom - need "have keys" to access

talks to sig other

Clues:

sig other - "i'm sad" like #waytoosad - themselves

secret passage - (way to get around), connects murder to bedroom - sig other

letter - shows person murdered cheated - sig other

Shed/Greenhouse

talks to other

Clues:

creepo dialogue - "this knife looked pretty swag" - eliminate creepo

vegi sack - looks like body - nothing

Protag. talks to police person in murder with enough clues

Protag. chooses suspect x2

Clues:

murder weapon - knife - creepo

advisor dialogue - "will" - advisor

shirt - blood on it

handprint - bloody

letter - shows person murdered cheated - sig other

bloody apron - chef was wearing to kill animal

maid dialogue - heard person murdered arguing (heard in ____ room)

secret passage - (way to get around), connects murder to bedroom - sig other

computer - files, undeleted internet history - advisor

creepo dialogue - "this knife looked pretty swag" - eliminate creepo

vegi sack - looks like body - nothing

butler dialogue - "I've never seen the sig other cry before" - sig other

chef dialogue - "I'm always underpaid"

sig other - "i'm sad" like #waytoosad - themself

Roles:

Global structure programmer - James (Bryce)

- connect the rooms, etc.

Room Programmers:

1 - Murder room - dining room - Brendan(sound: Amalia)

2 - entrance hall - Bronwyn(sound: James)

3 - living room - Ty(sound: James)

4 - kitchen - Ty(sound: Amalia)

5 - bedroom - Bronwyn(sound: Amalia)

6 - study - Varsha(sound: James)

7 - shed - James(sound: James)

Intro Programmer - Amallia(sound: Amalia)

- killing scene
- instructions

Outro Programmer - Brendan, Ty

- end of game
- outro animation
- credits

UI Programmer - Varsha, Bronwyn

- standard button
- standard print dialogue
- hover over clue
- what's your name

Sound Design Programmers - Amallia, James (Sara)

- background music (random stuffs)
- specific music
- sound effects

External arts maker (optional) - Bronwyn

- makes art outside of programming