

A Murder Among Crows

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Game goals

A fun, challenging point-and-click single player adventure game where you must gather evidence, interrogate suspects, confirm Alibi's, and untangle the mystery behind the murder of an actor. Rated E10, meant for ages around 13-21.

- Bird Puns!
- Use your bird brain to solve fun and interesting puzzles and find evidence, some inspired by actual puzzles crows have solved in experiments!
- Keep track of suspects, Alibi's, evidence, and locations of interest in your case file.
- Cute Corvid Inspired characters with interesting personalities! Talk and get to know them, while also trying to find out which of them is the murderer!

Story Overview

Detective Crowford was instructing his apprentice one day when a distraught woman came into his office, explaining that she had a case that needed to be solved immediately. She was Lady Magdalene, the owner of Magdalene theater, and one of the Actors for her upcoming play had just been murdered! Crowford accepts the case and heads over to the theater to inspect the crime scene.

Starting at the crime scene, he meets Neal, the person who found the body. He says he had come in invite Clark to go out to the clubs with the rest of the actors as a celebration for the first rehearsal, only to find him slumped over, impaled with a prop sword. No one had touched the body, and Crowford is free to search the room for evidence. He can take the prop sword as the murder weapon, a wine glass that Clark seemingly knocked over, and feathers that were clutched in-between Clark's talons. There is some glittery makeup smeared on his wing-feathers. He can also find a stack of letters hidden behind a poster on the wall.

After collecting this evidence, he leaves and starts asking the people gathered there for their stories, as well as checking around the backstage for any clues, which include some props that match the murder weapon, some costumes that appear to be in the process of being mended, and a strangely bent hanger. He begins to ask people their Alibi's.

Miss Jaylyn says that she had been in her room the whole afternoon, but she heard some bumps through the wall she shares with Clark's room, noting that she thought it was just him throwing stuff around like he usually does whenever he got angry.

Verity says she was with Braith helping with some of the props before heading to the store to grab some things from the store for Jaylyn.

Melaina and Galatea said they were both working on fixing up the costumes that got ruined during the rehearsal, noting that Clark had been rather rough on his costume in particular, and had even gotten Alexis' and Jaylyn's costumes a bit messed up when he stumbled in the sword fight choreography.

Gustav says he had given Clark a replacement prop sword since he broke his during rehearsal but that afterward he just went to have a smoke outside. However he does note he doesn't feel particularly bad about Clark getting killed, saying that he had it coming.

Alexi says he was in his room the whole time except to give Jaylyn a snack. He notes that Gustav took a prop sword, but he didn't know where.

Braith says she had been fixing some props with Verity until she was called away by Jaylyn and then she went to discuss how the rehearsal went with Sarika.

Sarika says she had been talking with Magdalene and Darius before going to talk to Braith.

After getting everyone's testimony you all hear a kerfuffle from the entrance and rush to see a green Jay held by a Jackdaw as Magdalene stands in front of a frightened looking Crow. Crowford enters, asking what's going on. The Jackdaw explains that the Jay was threatening Lady Magdalene and he had to step in. The Jay claims nothing happened, and eventually the Jackdaw lets him go. The Jay introduces himself as Sir Oleander, the owner of a rival theater. He says he was simply asking the crow, who is Edgar Allen Crow, the author of the Nutcracker play, to give him the rights to perform the play now that Magdalene theater has shut down due to the murder investigation. Edgar says he still wants it to be done here and he'd like to leave now, and Magdalene tells him to be on his way and that she wants to go back to her office to rest. Oleander yells at Magdalene as she leaves, calling her a coward and that she deserved this, since his theater was so obviously better equipped to put on the play. Darius tells him to leave, and Oleander does, begrudgingly, before bumping into a new person entering the theater. It's Harmon, the police chief, who Crowford is familiar with. After Harmon dismisses Oleander, he greets Crowford and asks if he's taken on this case. They are familiar, but Harmon seems a bit cold, reminding Crowford to share any evidence he finds with the police and that if he doesn't interfere with the police investigation, the police will leave him to do his own 'useless' investigation. After this the player is free to move around again.

In Magdalene's office, she admits that Oleander has been harassing her for a long time. However, she refuses to tell him where his theater is, saying it's not relevant. Though Crowford finds some letters in her trash, with the address to Oleander's theater.

Going to the police office, either on his own or after being forced to at the club. Crowford shares the evidence he's gathered so far. Upon seeing the feather, Harmon laughs and says that the case is as good as solved once they get it analyzed.

He can go to the Club and further question people. If Crowford hasn't gone to the Police Station, Harmon comes by and angrily forces him to, rather annoyed that Crowford didn't come

by. When gets the opportunity to talk to the others a bit more, he discovers more about Clark, specifically what the others thought of him. Namely that he was a jerk. Nearly everyone complains about him now that the setting is less formal. Some people give some useful tips or help, Darius offers to go over the security tapes, unlocking the security office, and Galatea mentions that her sister didn't come to the club and instead went to her job at a makeup store. Verity acts strangely and leaves behind a cryptic note after leaving abruptly. There is also a bottle of whiskey that Sarika notes is the same kind Clark drank, but it seems different than the bottle found in his room.

When Crawford visits the security booth, they watch the tapes, and find that the last person to enter Clark's room that night before Neal discovered the body was Gustav. Darius says that's pretty clear evidence pointing towards Gustav, but Crawford isn't convinced.

At the makeup shop, Crawford can talk to Melaina. When showing her the makeup that was smeared on Clark's body, she's able to identify and match it to a palette, which she gives to Crawford as evidence. However, she adds a cryptic warning. Jaylyn isn't as sweet as she seems, and Alexi is dangerous. Crawford should stay away from those two, or more people might get hurt.

After reading Verity's note, Clark can try to meet her at the Alley she mentioned. However, upon going there, he is shocked to discover she has been shot! Something more serious has gotten involved. He can gather bullet casings, and finds an Ornate Key on Verity's body. There are also some footprints that lead to the forest that he can follow.

Going to the forest, he can find some strange things, a broken pipe sticking out of the ground, and a tree with a hollow inside it. Inspecting these reveals they hide a Rusty Key and a Strange Medallion, though it takes some effort to get them.

Going back to the Backstage, the Club, or the Police Station, he finds a shocking scene. Gustav is being arrested. He asks why they're arresting him, and they say that they're almost certain because of the feathers, the prop sword being his, and the security footage. Even though Crawford explains that there's something else, explaining that he found Verity killed, they say they aren't letting him go. But they will let him speak to Gustav. Showing Gustav the medallion, Gustav says he recognizes it, and it's Alexis'. He says Alexi was acting strange, and gives him a key to Alexis' room.

Talking to any character has Crawford tell them that Verity is dead, causing a variety of reactions. Braith will ask if she had anything on her, and upon showing her the key, she'll say it's to Jaylyn's dressing room. Braith asks Crawford to promise her to also find Verity's killer, and when he does, she says that there are rumors of secret passages built into the Theater, but she doesn't know where.

Inside Alexis' room, there is a hidden compartment with a safe containing a gun, and a letter hidden in a Mannequin with a Crown. The gun can be matched to the bullet he found by Verity's

body and when deciphered the letter reveals that Alexi planted the evidence to help “secure the safety of the Band.”

Investigating Jaylyn’s room, through some puzzle solving, reveals love letters between her and Neal, a locket filled with a strange poison with a strange insignia, makeup that matches the one Melaina gave Crawford. Finally, after learning about the correct sequence of hats from Galatea, a secret passage to Clark’s room is unlocked. Now Crawford realizes what truly happened.

Jaylyn, angry with Clark due to his behavior and because he got the role over her lover, Neal, poisoned him by poisoning his whiskey. Alexi, her cousin, upon finding out, worked to frame Gustav using shed feathers and the prop he let Clark borrow, because their family was part of the Band, a crime organization, and her being caught for murder could jeopardize the whole family. That’s also why he shot Verity, Verity knew about Jaylyn’s relationship with Neal and had seen her missing from her room and found the hidden passage, and so she had to be killed to prevent her from telling Crawford.

After this realization, he goes to the Police Station, asking for the poison from the locket, the whiskey, and the spilled glass to be tested. When they come back positive, Crawford and Harmon go to the theater, where they arrest both Alexi and Jaylyn. Jaylyn is outraged, claiming that this is outrageous, while Alexi is simply silent, but obviously angry. As they are taken away for processing, a scream is heard from the stage. Entering from the backstage, they see a horrible sight, Edgar had somehow fallen from the rafters above the stage, pushed by a person who disappears in a flash of black and red. And that’s where the game ends, teasing a possible sequel.

Game Controls

Point and Click – Items can be interacted with by clicking on them. Character will move to where the click was in the x

Inventory – Should keep track of your items, and potentially let you sort them.

Navigate – A map you can pull up to navigate through the levels. Should consist of a map of the city and a more detailed map of the theater. Locations should appear as small dots/buttons as you unlock them.

Talk to Characters – Characters can be talked to by clicking on them. You can also show them an object by using the object on them.

Technological requirements

Made in Unity for WebGL.

Each Level/Room will be its own canvas with the UI Canvas on top of everything.

Collectible items will be buttons that self-destruct and change your inventory when clicked.

Mini game/Puzzle buttons will pop up their respective screen with another button for dismissing them.

Characters should be clickable to pop up a dialogue box and close up sprite and use a script that changes based on the number of times they have been spoken to, if they are being shown an item, and any key events that change the players knowledge.

Inventory system – An inventory screen that you can open up to look at your items. Items are unique and can be inspected. Some can be used. In general you don't lose items so it should be scale able. Available on all screens.

Journal system – A journal with profiles on characters that fills out automatically as you talk to them, including Alibi's, evidence incriminating them, motive, and other relevant information.

Saving – Needs to save the Inventor, what locations are unlocked, what events have happened, the state of the Journal, and how many times you have talked to each NPC in their location.

Title/start screen

Title, with background.

Start, with saves.

Options, change volume, text speed, and other things.

Cut scenes

Cut scenes will play out mainly as scripted scenes between multiple characters that prevents the player from interacting with anything until it is done and can sometimes move to different locations.

They are not the same as talking to characters as those will never involve multiple characters with the exception of the Magdalene Twins.

Magdalene's request – Triggered after finishing tutorial. Magdalene comes to Crawford's office, after the tutorial is finished, and asks that he investigate a murder that happened in her theater. Crawford asks why she came to him and Magdalene says because of his reputation, and that she needs this case solved so she can continue to put on the play.

Confrontation in the Lobby – Triggered after talking to all characters in the backstage. Oleander, Magdalene, Edgar, and Darius get in a confrontation about the rights to the Nutcracker play. Oleander thinks his theater should get to do it since now Magdalene's is a crime scene, and things get physical when Darius restrains Oleander after he starts threatening Edgar and Magdalene.

Harmon's demand – Triggered when talking to someone in the club before visiting the police station. Harmon angrily confronts Crawford and asks why he hasn't visited the Police Station to show him the evidence he collected. Crawford protests, saying he merely forgot, but Harmon demands that he come there right away. Transition to Police Station, where Harmon comments on any evidence the player has collected. He also says, upon seeing the feather, that the case is probably closed at this point as soon as they identify whose feather it is.

Verity's Death- Triggered when first visiting the Alleyway. Crawford at first doesn't see anything until he walks past a dumpster and finds Verity's body slumped over, shot through the heart.

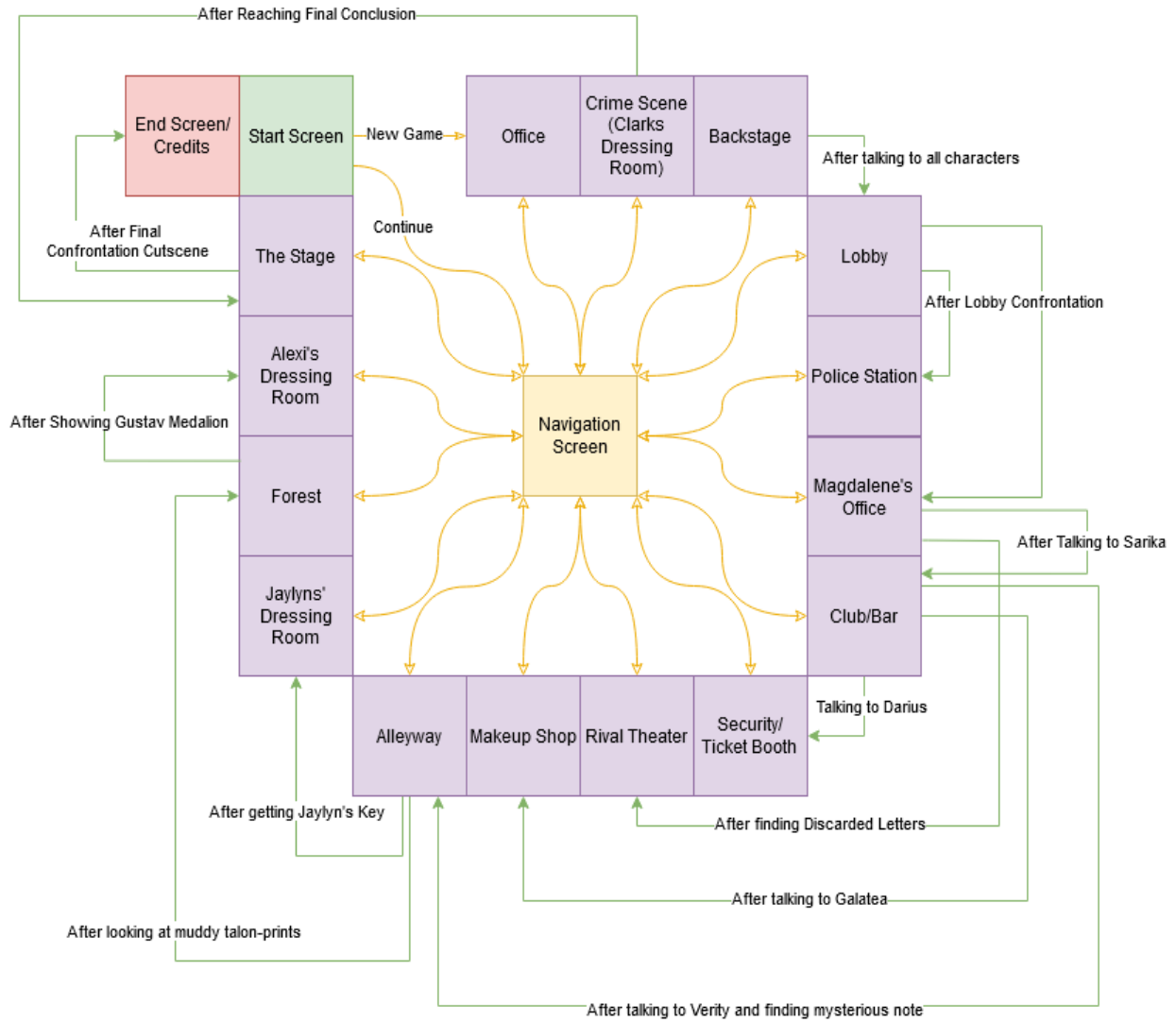
Gustav's arrest – Triggered when visiting either the club, the backstage, or the police station after Verity's death. Gustav is arrested due to the evidence the police have, and Crawford gets one last chance to talk to him, where he shows him the Medallion and gets access to Alexis' room.

Final Conclusion – Triggered after getting all evidence and entering Magdalene's office. Moves from Magdalene's office to the backstage where Jaylyn is arrested then to the Stage where Edgar falls from the catwalk.

Game flowchart

Unlocks on Navigation Screen

Can Navigate To



Game camera(s)

2D Orthographic view, 1280 by 720 Resolution. Possible Side scrolling with fixed Y for larger levels?

HUD system

Navigation Menu tab, Inventory/Journal Tab, Cursor that changes if you are currently trying to 'use' an item.

Player character

Detective Crowford

Crowford is a private detective who seeks justice and truth above all else. He is skilled at analyzing evidence, checking Alibi's, and piecing together means and motive to solve crimes.

Player Inventory tools

Journal – Where Character Profiles are kept. Use this to double check Alibi's, mark down possible motives, and keep track of your current Leads.

Inspect Item – Get a closer look at an item you have. Read letters, look for any hidden clues, ETC.

Use Item – For items that you can use. (You must be on the screen that you need to use the item in for it to work, or else it just says “you can find no use for this.)

Characters/NPCs

Rookie

Species: Rook

Role: Crowford's apprentice.

Extra Info: Can help give hints if Players talk to him.

Clark Pine

Species: Clark's Nutcracker

Role: Murder Victim.

Extra Info: Killed by Caffeine poisoning, was struck in the head after death. Was the lead actor in the upcoming Nutcracker play being put on by Magdalene Theater. Apparently was quite a twat, being rather rude towards most other people, mistreating his understudy, fooling around with Gustav's daughter, and being too rough with the props and costumes.

Lady Magdalene

Species: Maghreb Magpie.

Role: Owner of Magdalene Theater. Witness.

Extra Info: Asked Crowford to solve the case before opening night so that they could still put on the play. Darius's Alibi. In rivalry with Sir Oleander.

Neal

Species: Spotted Nutcracker

Role: Clark's Understudy, Suspect

Extra Info: Jaylyn's lover. Found the body. Mistreated by Clark. Unaware that Jaylyn killed Clark.

Miss Jaylyn

Species: Blue Jay

Role: Suspect, True Killer.

Extra Info: Lead Actress in the upcoming Nutcracker play being put on by Magdalene Theater. A posh and upper class woman, whose family is secretly part of an organized crime ring. Angry that her lover didn't get the part and with how Clark tried holding her during rehearsal.

Verity

Species: Pied Raven

Role: Jaylyn's Understudy

Extra Info: Meek and shy. Has evidence against Jaylyn. Asks to meet with Crawford through a note but gets shot before he arrives. She has the keys to Jaylyn's room and a note with a clue for one of the Puzzles inside her room.

Melaina and Galatea

Species: White/Black-throated Magpie-Jay

Role: Heads for the Costume and Makeup department, Suspects

Extra Info: Each others Alibi. Disliked Clark due to him treating the costumes poorly and being rude to the makeup artists. Melaina tells Crawford that looking into Jaylyn and Alexi would be dangerous, for him and everyone else, but does give information on her and helps match the makeup found on Clark's body. Galatea gives hint for the Hat Puzzle.

Gustav

Species: Streseman's Bush Crow.

Role: Owl Rat King Understudy, Suspect.

Extra Info: Framed to take the fall for Jaylyn by her Family. Had resentment towards Clark because he tried slept with his daughter and he didn't approve, and generally thinks he was a selfish person. Gives Crawford the key to Alexis' room after being shown a medallion and told that Verity was killed.

Alexi

Species: Brown Jay

Role: Owl King Actor, Suspect

Extra Info: Jaylyn's cousin. Shoots Jaylyn's understudy to prevent her from giving important information to the player and planted evidence to frame Gustav. Stoic, very secretive.

Braith

Species: Pied Crow

Role: Production Manager

Extra Info: Sarika and Verity's Alibi. Gives hint about secret passages. Close with Verity, expresses concern over her seeming to be troubled. Extremely distraught when she is killed and gets angry at Crawford due to it. Must be promised that Crawford will also investigate Verity's death to give important information about the secret passages.

Sarika

Species: Sri Lankan Blue Magpie

Role: Director

Extra Info: Saw Jaylyn enter her room. Braith's Alibi. Close with Magdalene, and is also frustrated with the situation, wanting the murder to be solved so that the play can go on. If shown prop swords and murder weapon says that it's unlikely that someone could have been killed with it, seeing as the swords aren't sharp and would have a hard time piercing someone.

Darius

Species: Daurian Jackdaw

Role: Theater Security. Witness.

Extra Info: Magdalene's Alibi. A no-nonsense sort of person. Offers to show Crawford the security footage. Dislikes Oleander for harassing Magdalene

Harmon

Species: Thick Billed Raven

Role: Police Chief

Extra Info: Offers little help to Crawford other than promising not to interfere and that their labs can do tests for him. Falls for the planted evidence against Gustav. Must be convinced by the poison evidence to not arrest him but then.

Sir Oleander

Species: Common Green-Magpie

Role: Owner of Rival Theater, Suspect

Extra Info: Got in an argument with Magdalene over the rights to the play before leaving. Getting the address to his theater lets you talk to him and confirm his Alibi, though he is very rude and offended that he was even suspected.

Edgar Allen Crow

Species: Hooded Crow

Role: Playwright

Extra Info: Writer of the Nutcracker play. Eccentric. Dies mysteriously at the end to give room for a sequel.

Game progression outline

Office (Start)

Crime Scene (Clarks' Dressing Room) → Unlocked after Magdalene visits Office.

Backstage → Unlocked after Crime Scene investigation

Lobby → Unlocked after interrogating all witnesses

Police Station → Unlocked after talking with Harmon in the Lobby.

Magdalene's Office → Unlocked after talking with Magdalene in the Lobby.

Club/Bar → Unlocked after talking with Sarika at the Lobby.

Security/Ticket Booth → Unlocked after talking with Darius at Club

Makeup Shop → Unlocked after talking with Galatea at Club

Alley → Unlocked after getting note at Club.

Jaylyns' dressing room → Unlocked after showing the key from the Alley to someone.

Forest → Unlocked after going to Alley for the first time.

Alexis' dressing room → Unlocked after showing Locket to Gustav in Arrest Cut scene.

Stage → Unlocked after Jaylyn gets arrested.

Navigation screen

Map of the City and a layout of the theater. Locations appear as you unlock them through getting the address from other characters or written information.

Universal game mechanics

Journal/Inventory – Can be pulled up at any time to look at the evidence and items you have found as well as the profiles for the witnesses and suspects.

Navigation Map – Can be pulled up to move from one room to another.

Point and Click – Player can click on objects to collect them as evidence, pull up a puzzle or talk to a character.

Game levels

Office

Crowford's Office. Where the tutorial is held.

Crime Scene (Clarks' Dressing Room)

Where the murder took place. A dressing room. There are lots of posters of Clark playing roles for various plays. Clark's body is sitting in front of the Vanity slumped over with a prop sword stuck in his back. Contains the Poster Puzzle. Contains the Feather, Spilled Glass, Clark's Whiskey, and Murder Weapon evidences. Changes after going to the Police Station to have Clark's body missing, having been taken to the station.

Backstage

Where most of the characters gather to be questioned about the murder after the player finishes their first investigation of the crime scene. The backstage of the Magdalene theater, rather plain and filled with props and costumes as well as doors to dressing rooms. Contains the props and costumes evidence.

Lobby

Where the confrontation between Magdalene, Darius and Oleander occurs. Contains dropped notebook evidence.

Police Station

Available after talking to Harmon in the Lobby. Where Harmon can be found after the confrontation in the Lobby. If player does not come here before going to the Club Harmon show up at the club after Crowford tries talking to someone to take him there to drop off evidence, and he is then told to make sure to come and drop off any more evidence. Toxicology report evidence can be gotten here after showing Harmon the strange powder, Regular Whiskey, and the Spilled Drink. The police station.

Magdalene's Office

Available after talking with Magdalene in the Lobby. Contains letters in the trash from Oleander evidence and is where Magdalene can be found after the confrontation in the lobby. Sarika can be found here until player navigates to the club. Magdalene's office in the theater.

Rival Theater

Available after finding the letters in the trash in Magdalene's office. Where Oleander can be found after the confrontation in the lobby. The Lobby of Sir Oleander's theater.

Club/Bar

Available after being told of the get together by Sarika in the Magdalene's office. Contains the Mysterious note and whiskey evidence. Where most of the characters can be found after the confrontation in the Lobby. If player does not go to the Police Station before coming here Harmon

show up here after Crawford tries talking to someone to take him there to drop off evidence, and he is then told to make sure to come and drop off any more evidence. A club/bar where the cast often goes to relax.

Security/Ticket Booth

Available after talking to Darius in the club. Where Darius can be found after the talking to him at the Lobby. Contains the security video evidence.

Makeup Shop

Available after talking to Galatea in the Club. Where M Contains Makeup Palette evidence. Where Melaina can be found after the confrontation in the lobby.

Alley

Available after reading the Mysterious Note. Where the Discovery of Truth cut scene happens. Contains Verity's body, Jaylyn's dressing room key, Bullet casing, and Costume Scrap.

Forest

Available after Alleyway cut scene. Contains the Water Puzzle, the Stick puzzle, the Mysterious Medallion and Rusty Key evidence as well as the rocks for the water puzzle and the stick for the Stick Puzzle.

Jaylyn's dressing room

Available after getting Jaylyn's Dressing Room key from the Alley. Contains the Light bulb puzzle, the Mannequin mask puzzle, and the Vent puzzle.

Alexis' dressing room

Available after showing Gustav the mysterious Medallion. Has the Hidden gun safe puzzle, the Crown Jewels puzzle, and the Encrypted Letter puzzle.

Stage

Site of the final cut scene where Edgar falls from above to his death after Jaylyn gets arrested.

Objects and Evidence

In order of acquisition availability.

Name	Location	Description	Use?
Tutorial Key	Office	A key used to open a locked box in the tutorial	Tutorial, show how using items works.
Murder Weapon	Crime Scene	The murder weapon, a prop sword stuck into Clark's back.	Can be matched to the props
Spilled Drink	Crime Scene		Evidence that Clark was poisoned, Can be tested for Poison
Feather	Crime Scene	A	Can be tested for DNA
Body Glitter	Crime Scene	Body glitter smudged onto Clark's body	Can be matched with other makeup.
Hidden Letters	Crime Scene	Various letters addressed to Clark	Reveals insights into Clark's personality
Clark's Whiskey	Crime Scene	A bottle of whiskey hidden in Clark's room	Can be compared to whiskey from bar to convince Harmon to check for poison
Props	Backstage	A collection of simple prop swords	Can be matched to the murder weapon, can be shown to
Damaged Costumes	Backstage	Costumes for use in the play.	Shows the damage Clark did to his costume, adds possible motive for the Twins.
Broken Hanger	Backstage	A strangely bent hanger	Can be used in the Hook Puzzle
Dropped Notebook	Lobby	A notebook dropped by Edgar	Evidence of animosity between Edgar and
Discarded Letters	Magdalene's Office	Letters from Oleander discarded in the trash	Evidence of animosity
Normal Whiskey	Club/Bar	A flask of Whiskey, the brand that Clark likes, but it looks different.	Can be compared to whiskey from Clark's room
Mysterious Letter	Club/Bar	A strange letter left by Verity after she leaves the Alley Club.	Gives option to travel to
Security Video	Ticket Booth/Security Office	The security video from the backstage camera's.	Confirms Alibi's, shows Gustav being the last one to enter Clark's room.
Makeup Palette	Makeup Store	The makeup palette that Melaina matched to the makeup smudged on	Evidence for Jaylyn's presence in Clark's room.

Ornate Key	Alley	Clark's body. An ornate key found on Verity's body	Gives access to Jaylyn's Room.
Bullet Casing	Alley	A bullet casing found near Verity's body	Can be matched to Alexis' gun.
Mysterious Medallion	Forest	A mysterious medallion hidden in a tree hollow	Used in Hidden Safe puzzle.
Dirty Key	Forest	A key hidden in a broken pipe.	Used to open
Engraved Gun	Alexis' Room	A gun found in the hidden gun safe.	Can be matched to bullet casing found near Verity
Encrypted Letter & Cipher	Alexis' Room	An encrypted letter and the cipher that goes with it.	Can be deciphered to show evidence that Gustav's feather was planted.
Strange Ring	Alexis' Room	A ring found in Alexi's room with a strange insignia on it.	Evidence for ties between Alexi, Jaylyn, and the crime Band.
Jaylyn's Makeup	Jaylins' Room	Makeup found in Jaylyn's vanity.	Confirms Jaylyn's presence in Clark's room.
Love Letters	Jaylins' Room	Love letters between Jaylyn and Neal	Gives additional motive for Jaylyn's.
Strange Locket	Jaylins' Room	A locket with a strange insignia on it, the same as the Strange Ring. Inside is a poison powder. Found hidden in a vent.	Evidence for ties between Jaylyn, Alexi and the crime Band. Contains poison that can be compared with the Whiskey and Drink.

Mini-games/Puzzles

Poster Puzzle – Player must click on the edge of a poster multiple times to peel it up and reveal notes and letters hidden behind it. (Clark’s Room, gives Hate Mail)

Security Video Mini game – Players scrub through the security video with Darius to see what happened backstage.

Water Puzzle – Player must find objects to raise the water level of tube in order to reach a floating object. (Forest, gives the Rusty Key)

Stick Puzzle – Player must find and use a stick to fish out an object wedged in a hold in a tree. (Forest, gives Strange Medallion.)

Crown Jewels – A prop Crown has several missing jewels that the player must find and place. When all jewels are in place a hidden compartment in the mannequin opens up. (In Alexi’s Room, gives strange Locket and encrypted letter)

Cipher Puzzle/Mini game – Use the slots in the privacy screen to Decipher the encrypted letter. (Alexis’ Room)

Gun Safe – Player must use the key to unlock the drawer and use a code to open the safe hidden under the false bottom. (Alexis’ room, gives engraved gun.)

Hat Puzzle – Player must place the hats on the correct mannequins to open a secret passage. The clue for the Hat order can be gotten by talking to Galatea in the Club. (Jaylyn’s Room, opens secret passage into Clark’s Room.)

Light-Bulb Puzzle – Player must unscrew the correct light bulb to find a hidden note. (Jaylyn’s Room, contains Love Letters.)

Hook Puzzle – Player must create a hook from a hanger in order to fish out something from hidden vent. (In Jaylyn’s room, gives the Strange Locket)

Music and SFX

List of Audio Assets needed for project:

Background Music (Different for each room?)

SFX for traveling from location to location

SFX for click

SFX for collecting item

SFX for characters speaking (Edited Bird Call Audio?)

SFX for solving Puzzle

SFX for opening/closing inventory

SFX for selecting/inspecting item

SFX for Puzzles

Art Assets

List of Visual Assets needed for project:

Title Screen

Buttons For Title Screens

Navigation screen

Inventory

Navigation Tab

Inventory Tab

Player Character Sprite and animations

Character Sprites and animations (One per Character)

- Rookie
- Clark
- Lady Magdalene
- Neal
- Miss Jaylyn
- Verity
- Melaina and Galatea
- Gustav
- Alexi
- Braith
- Sarika
- Darius
- Harmon
- Sir Oleander
- Edgar Allen Crow

Speech box

Level Backgrounds

- Office

- Crime Scene (Clark's Dressing Room)
 - With Body Bagged
- Backstage
- Lobby
- Police Station
- Magdalene's Office
- Rival theater
- Club/Bar
- Security/Ticket Booth
- Makeup Shop
- Alley
- Jaylyn
- Forest
- Alexis' dressing room
- Jaylyns' dressing room
- Stage

Object Sprites

- Tutorial Key
- Murder Weapon
- Spilled Drink
- Feather
- Body Glitter
- Hidden Letters
- Clark's Whiskey
- Props
- Damaged Costumes
- Broken Hanger

- Dropped Notebook
- Discarded Letters
- Normal Whiskey
- Mysterious Letter
- Security Video
- Makeup Palette
- Ornate Key
- Bullet Casing
- Mysterious Medallion
- Dirty Key
- Engraved Gun
- Encrypted Letter & Cipher
- Strange Ring
- Jaylyn's Makeup
- Love Letters
- Strange Locket
- Poison Compact

Puzzle Close Ups

- Body Investigation Minigame
 - Body close up
 - Feathers in talons
 - Prop Sword
 - Makeup Smears
- Poster Puzzle
 - Poster Close Up
 - Background
 - Letters Close Up

- Security Video Mini game
 - TV
 - Video Animation
 - Background
 - Remote
- Water Puzzle
 - Close up stones
 - Water
 - Floating Key
 - Pipe
 - Background
- Stick Puzzle
 - Stick
 - Tree Hollow Close Up
 - Medallion Close Up
- Crown Jewels Puzzle
 - Mannequin and Crown close up
 - Gems Close Up
 - Locket and Folded Letter closeup
 - Opened/Closed secret compartment
 - Background
- Cipher Puzzle/Mini game
 - Cipher Screen
 - Letter Close up
 - Background
- Gun Safe
 - Locked Drawer/Opened Drawer
 - Safe

- Gun Close Up
- Hat Puzzle
 - Hats
 - Mannequin Heads
 - Clue Close-Up
 - Hidden Passage Door (Mirror?)
- Light bulb Puzzle
 - Vanity Close-Up
 - Special Light-bulb
 - Rolled Letter
- Hook Puzzle
 - Vent
 - Hook
 - Compact