

Criminal Procedure Design Document

1.6.2

Internal use only

GEL Lab
Michigan State University

Criminal Procedure Design Document

This Document is developed for concepting stage, some of the design details are different in the actual project.

For a more intuitive look of the game, play the demo version and read this design update document for notes on changes needed to make:

https://docs.google.com/document/d/1GEiSaB3TL_2WQ0E8JyGyQYqe7pPatpk5EyhTsbtfB68/edit#

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0 Design History

Initial Draft 6/29/2013

- Design document framework
- UI part initialized
- First part: Concept, Structure and Storytelling finished

Update 1 7/15/2013

- UI Design further developed

Update 2 7/17/2013

- UI Design finished most important part
- Concept designs for layouts of UI

Update 3 7/18/2013

- Control
- Mechanic, system flow

Update 4 8/9/2013

- Mechanics, system flow

Update 5 9/3 2013

- Story basics
- Character basic setting
- Database
- Review scene

1.0 10/7/2013

- Full story develop for first 2 scenes
- Full scripts for first 2 scenes
- Unity Director design

1.1 10/29/2013

- Minor updates based on level design document
- Picture updates

1.101 11/6/2013

- Minor updates for explaining what happens to dialogue ui after a selection is made
- Jumping is not allowed
- Picture updates

1.102 11/07/2013

- Loading screen illustration
- Evaluation concept picture updated
 - “Next Scene” and “Submit Feedback” both appear.

1.103 11/11/2013

- Fix on inconsistency on scoring metric definition
- Added definition for logging on main menu.

1.3 1/10/2014

- Change on performance review system
 - Mistakes will now cause forced replay of the scene
 - Scoring system is replaced with a mistake counter system
- In-game citation pauses to play
 - With voice-over
- *Observation mode UI is simplified*
 - *Object being observed won't be copied on the UI for rotation.*

1.31 1/22/2014

- Quest log system canceled

1.5 3/3/2014

- Protagonist is now female
- Player choice results will directly upload to the server and will be reviewed by professors. Each mistake will be marked separately so it serves the professor as valuable feedback on specific educational contents.
- No limit on how much score to get in order to pass the scene, player gets access to next scene regardless. The professor reviews the results and make judgement.

1.5.1 3/6/2014

- Professor explains the rule if player makes a wrong choice

1.6 3/6/2014

- Updated the finalized framework of levels and their educational content.

1.6.1 4/16/2014

- Updated story updates in Level Structure and Educational Content
- Protagonist is now named Jane, and the information specialist is now introduced as Professor.

1.6.2 4/22/2014

- Misc updates

1 Concept, Structure and Storytelling

1.0 General

- **Main Target Audience:** Law School Students
- **Target Platform:** PC / Web / Mac
- **Genre:** Adventure / Puzzle
- **Camera View:** First-person
- **Player Number:** 1
- **Screen Aspect:** Landscape

1.1 Game Concept

Criminal Procedure is a First-person, 3D adventure serious game in which the player takes on either the role of a police or the role of a suspect, to experience and interact within designed scenarios and learn about knowledge from the course Criminal Procedure. The purpose of the game is to provide an engaging experience for the player to learn about rights and boundaries in gathering criminal evidence.

1.2 Gameplay

The game is made of different scenarios (levels), each scenario contains a set of story, background setting, and different dialogue option / interactions for player to perform to bring out the knowledge and rules intended to be taught.

In most chapters, the player will play the role of a police officer, in some, the rule of the suspect. As the story evolves, player's role will be switching between and fixed officer and different suspects.

The game mostly contains 2 parts of gameplay:

- **Conversation**
 - Depending on player's role he/she is playing in each scenario, he/she will be selecting listed question / answers to have conversations with an NPC.
 - *If the player is the police, then he will need to select the right dialogue options every time to carry out order as regulated.*
 - *In most cases player will be playing the police role.*
 - *If the player is the suspect, after being asked a question by the NPC police, player needs to find out the right way to answer the question without causing suspicion.*
 - Player's dialogue choices will be evaluated based on the regulation standards and feedback will be given each time player make the right / wrong choice.

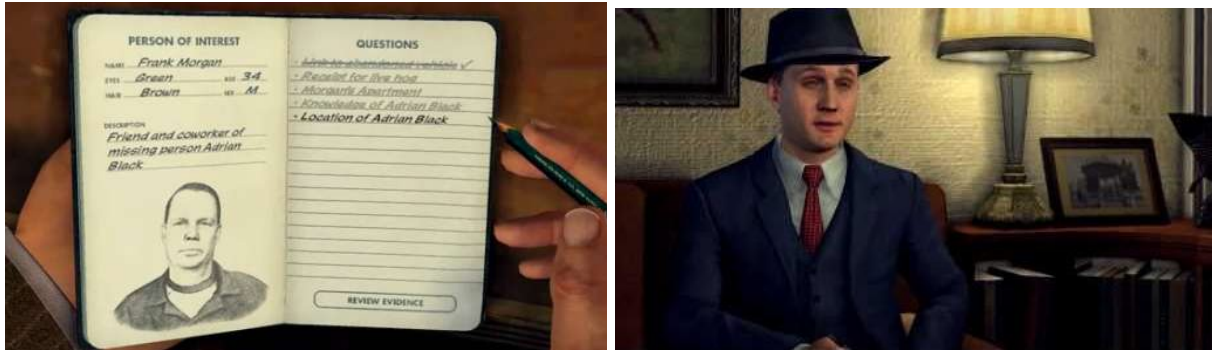


Figure 1, 2: Conversation investigation reference(L.A.Noire)

- **Interaction**

- During scenarios where the players play the role of the officer, besides conversations, in some cases the player will also be doing investigation by conducting search / seizure on the environment / NPC character.
 - *This includes selecting whether to conduct a search on an area, specifically where to search, and when found something, whether to seizure an object, ask a question or perform any other options available during the specific scene.*
- Depending on different scenarios, player's action will be evaluated based on the regulation standards and feedback will be given each time player perform a right / wrong action.
- Includes interaction in the environment, and interaction with specific objects.



Figure 3, 4: Searching scene reference (L.A.Noire)

While playing either one of the rules, player's choice on conversation dialogue option and interaction with the environment NPC will be evaluated after finish of the current scene and feedback will be provided with citation on related classic cases. After the player finish a scene(a level), at the end player will get an evaluation feedback(specifically, a score) on how the player did during this scenario and summary about player's wrong choices with correct answer and explanation.

At the end feedback, player can choose to repeat the scene or continue to next scene, or go back to main menu.

1.3 Feature Set

- **3D, first-person view**
- **Modern background setting**
- **Realistic-oriented art style**
- **Voice acted dialogue**
- **Dynamic conversation system**
- **Branching progression in each case**

1.4 Level Structure and Educational Content

There are 7 levels in the game. The game content structure is roughly based on the module structure of the course. Each level contains one or several scenes, and each scene covers the rules and knowledge that are to be taught to the player from different scenarios.

The story of each level will take in different places, with different suspect and sometimes, a different play perspective. Here's the list of all the levels and their educational content:

(Naming of the educational content is subject to change)

Level 1

- **Appropriate monitoring tool**
 - **Cellphone zooming**
 - **Heat sensor**
- **Fencen and open area**
- **Public and private property**
 - **Trash can outside / inside the curtilage**
- **Expectation of privacy and trespassing**
- **Plain view doctrine**
- **Exigent circumstance**
- **Photo taking**
- **Curtilage**
- **Mail box and privacy**
- **Getting valid consent**
- **Appropriate searching area**
- **Medical emergency**
- **Pursuit**
- **Expectation of privacy from air traffic**
- **Warrant**

Level 2

- **Standard for traffic stops**

- **Pretextual stops**
- **Insufficient probable cause**
- **Plain view doctrine**
- **Probable cause and arrest**
- **Automobile exception**
- **Cellphone search**
- **Glove compartment**
- **Locked locker in trunk**
- **Passenger's bag**
- **Electronic search**

Level 3

- **Plain view doctrine and privacy**
 - **Appropriate monitoring tool**
- **Warrant**
- **Destruction of property**
- **Arrest in home**
- **Search & seizure on people**
 - **Detain with warrant**
 - **even those who are not on the list**
 - **Named person arrest**
 - **Fitting searching area**
- **Private and public area**
 - **Trespassing**
- **Interrogation and miranda rules**
- **Lethal force**

Level 4

- **Roadblock**
 - **Discretionary policy**
- **Reasonable suspicion**
 - **To be specific about someone**
- **Brief Search**
- **Consent**
 - **Joint consent**
- **Frisk search**
- **Miranda rules**
- **Breathalyzer test**

Level 5

- **Lethal force**
- **GPS rule**
 - **GPS is regarded as a kind of searching**

- Search incident to arrest
- Inventory search
- Trash and abandoned property
- Administrative search
- Undercovered agent rule
- Wired agent rule
- Standards for dog sniffing

Level 6

- Objective standard for custodial situation
- Trash and abandoned property
- Warrantless arrest
- Terry frisk
 - Stop
 - Search
- Search incident to arrest
- Miranda rules
- Standard for interrogation
- Objective standard for custody
- Warrantless fingerprint according

Level 7

- Plain view doctrine
- Probable cause for searching
 - Fitting searching area
- Consent
- Exigent circumstance procedure
- Warrant
- Hicks
 - Stolen speaker case
- Horton
 - Seizing for the right cause

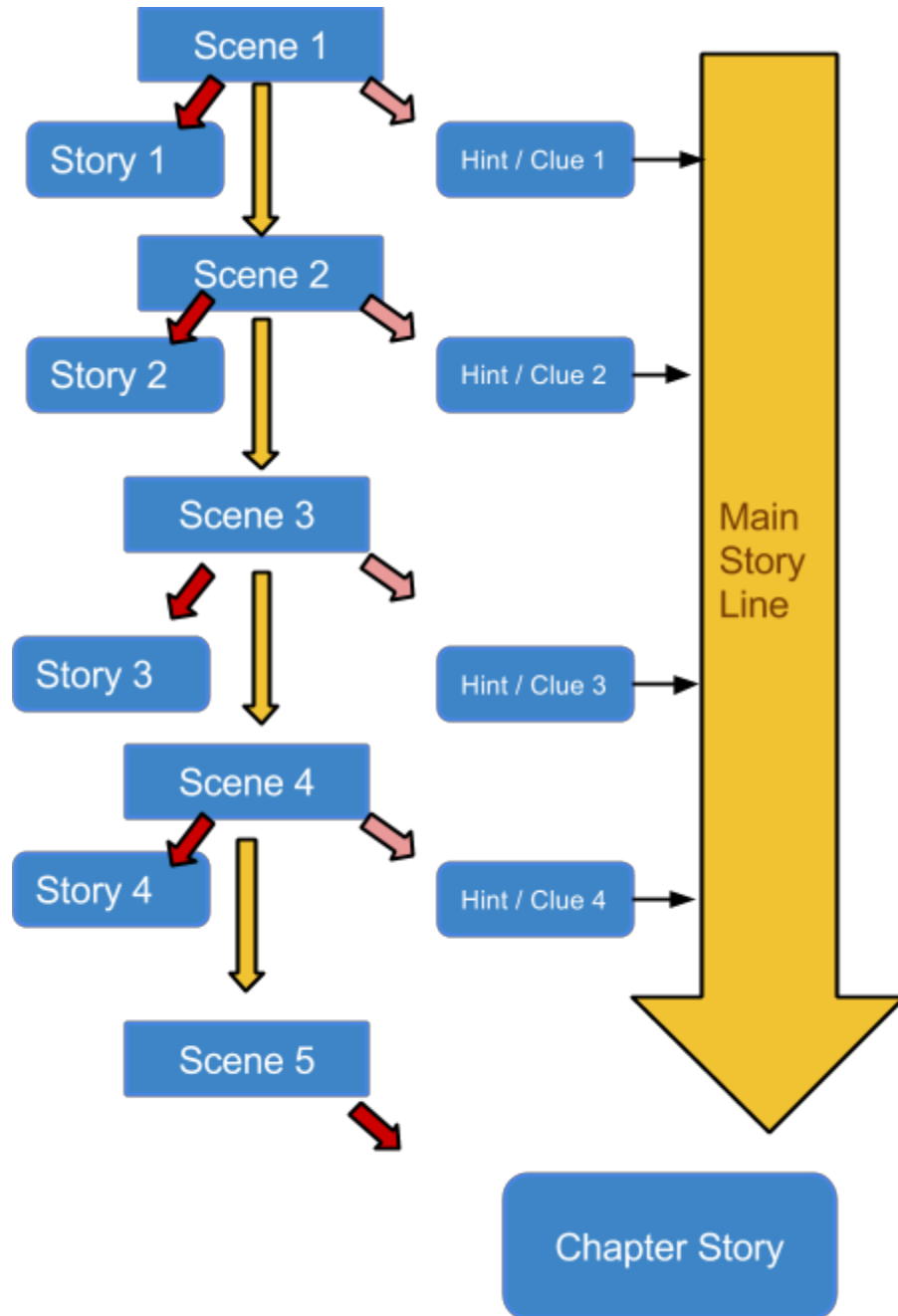
Level 8

- Voluntary confession
- Standard / clarifying questioning
- Stopping lawyer from meeting the client, can or can't?
- Arranged 3rd party questioning
 - Technically not an interrogation
- Inventory search
- Privacy issue regarding private property

Story-wise, each chapter has a main story line that pushes the gameplay progress, and

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as player finishes the small story each scene, the main story line develops accordingly with each scene leading to new clues.



1.5 Main Character Basic Settings



Reference: Female Shepard from Mass Effect

- Jane
 - Age 35
 - Protagonist
 - Classic good cop image
 - Sharp
 - Less personality setting for emersional purpose.
 - Lost her brother several years ago, still trying to catch the murder.



In-game screenshot

- Bill
 - Age 42
 - Partner
 - Has a little brother in DEA
 - Provides help and hints
 - Sometime encourages player to make mistake
 - Bill will sometimes oppose to player's decision
 - Acts on instinct.
 - Big, slow, and funny, and straight forward.

Base Settings:

Bill's this year's new recruit, and although sometimes passive, he's very passionate

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about his job and always tries to live up to its honor. He's been assigned to Phil to work together with him.

He jokes often, monologues a lot of questions, and sometimes it feels hard to take him seriously, and sometimes he encourages player to make mistakes.

In the game, Bill's mostly takes on the role of "player's narrator", speaking out player's normal thinkings to bring in sense of immersion. The goal is to make player like this character.

While in exploration mode, Bill will also be talking to the player, sometimes to provide hint about next step, sometime just to make conversation. Player can also come to Bill to ask about what to do next.



Reference: Dimitri from GTA 4

- Anderson
 - The antagonist behind the main story line
 - Smart, dangerous, but hides his true identity / personality deep
 - Mastermind behind all the crimes in the game

Base Settings

Anderson is a very dangerous and smart criminal, and he hides himself really well. He knows how to deal with law enforcements, and he's got powerful lawyers as well. He's behind a massive criminal organization.

Anderson is caught and is serving his time in the prison when the game timeline starts. But he's behind a lot of recent crime activities and is planning on a prisonbreak of himself.

2 User Interface

2.0 General

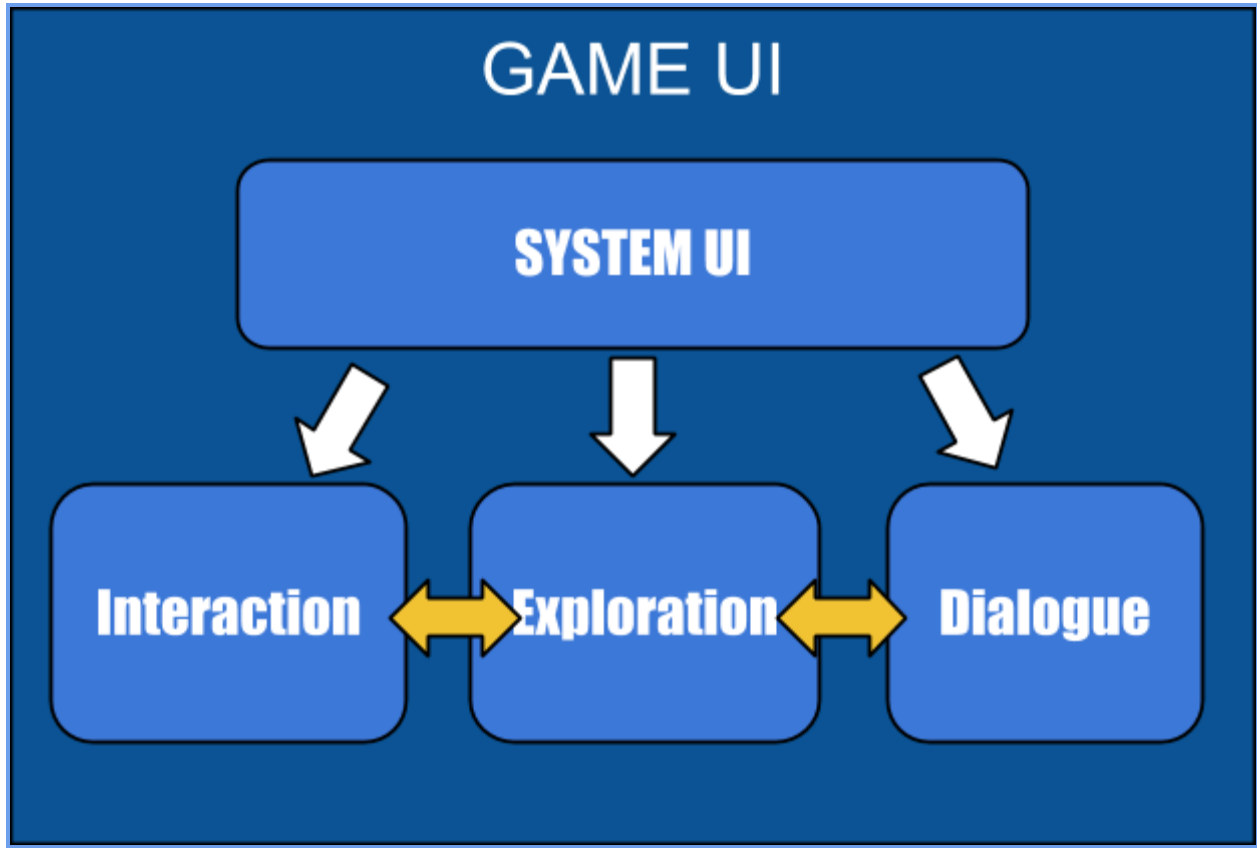
The game uses First-person View. Player sees and interacts with the environment directly through the angel of the avatar themselves.



Example of first person view (Mirror's Edge)

(*Player will not see their body in the game.)

There are 4 main interface structures, used in different scenarios:



Game UI Structure

Name	Usage
System UI	Menu, citation databases, pause menu, end-level feedback, and Center Message System
Exploration UI	During gameplay when player controls the character
Dialogue UI	During dialogue with NPC
Interaction UI	During interaction with specific game object

2.1 System UI

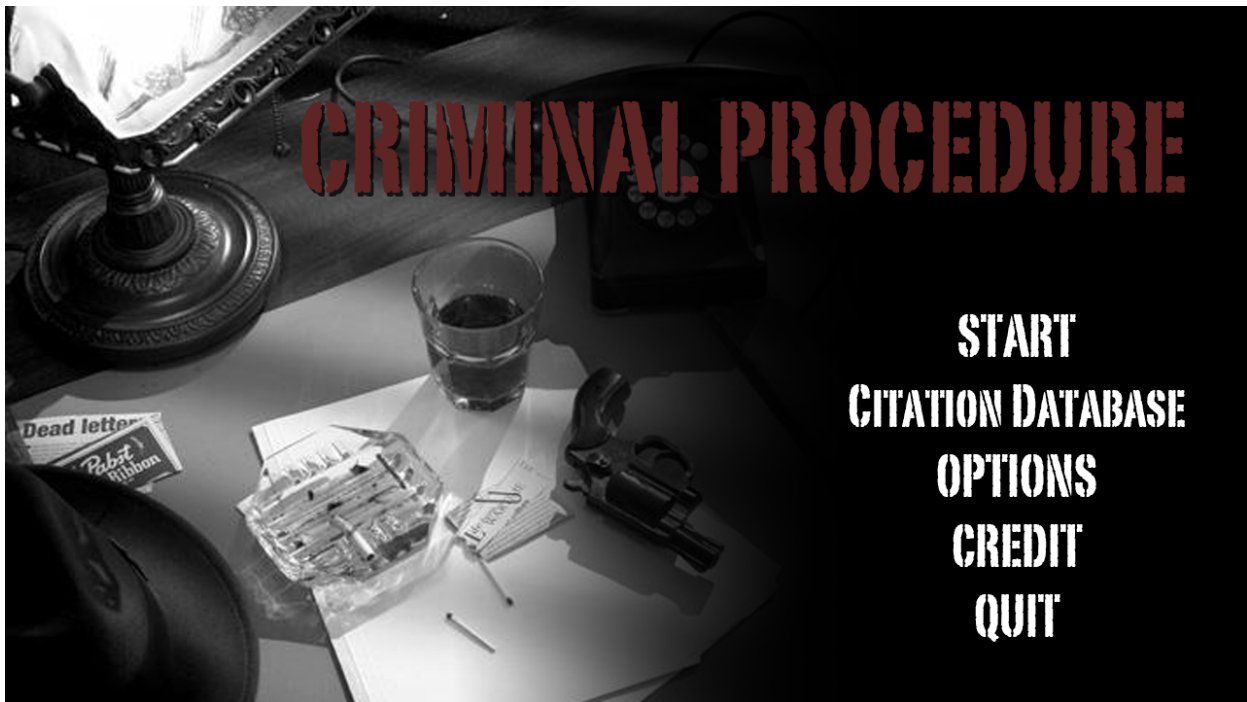
The system UI contains:

- **Main Menu**
 - Including its submenu
- **Pause Menu**
 - Menu showing available options when player pauses the game.

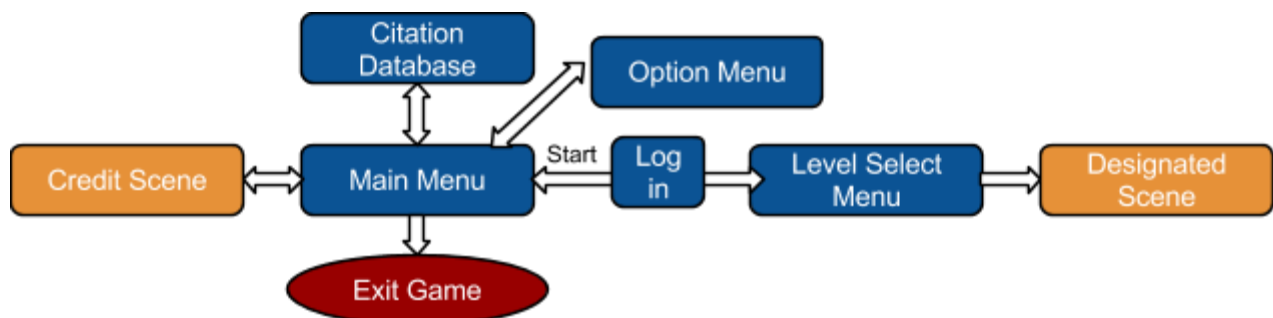
- **Endscene Feedback**
 - Menu showing player's result after finishing a scene, and available options for player to make decision about what to do next.
- **Center Message System (Alert)**
 - Communicates important information
 - Updates on quest
 - Tutorial
 - Active throughout all modes.

2.1.1 Main Menu

First menu player sees when entering the game. It's the top navigation system for the whole game. It provides 5 options: Start, Citation Database, Options, Credits, and Quit.



Main menu layout

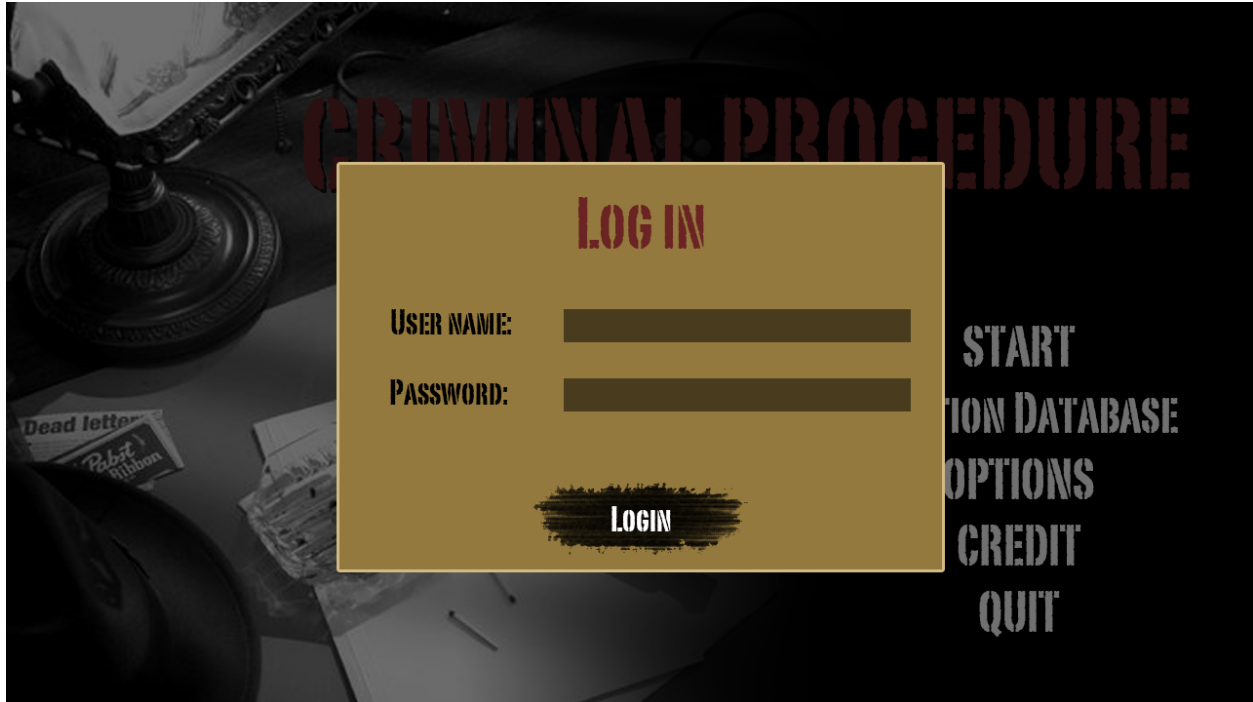


Main menu structure

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As shown above, main menu has a simple structure. Player can go to level select menu by clicking on “Start” button, or do some game settings in option menu, or view the credit list(which is a separate scene), or quit the game.

- Button interacts when hovered and clicked.
 - Including animation and sound effects.



When player click start, logging is required to continue.

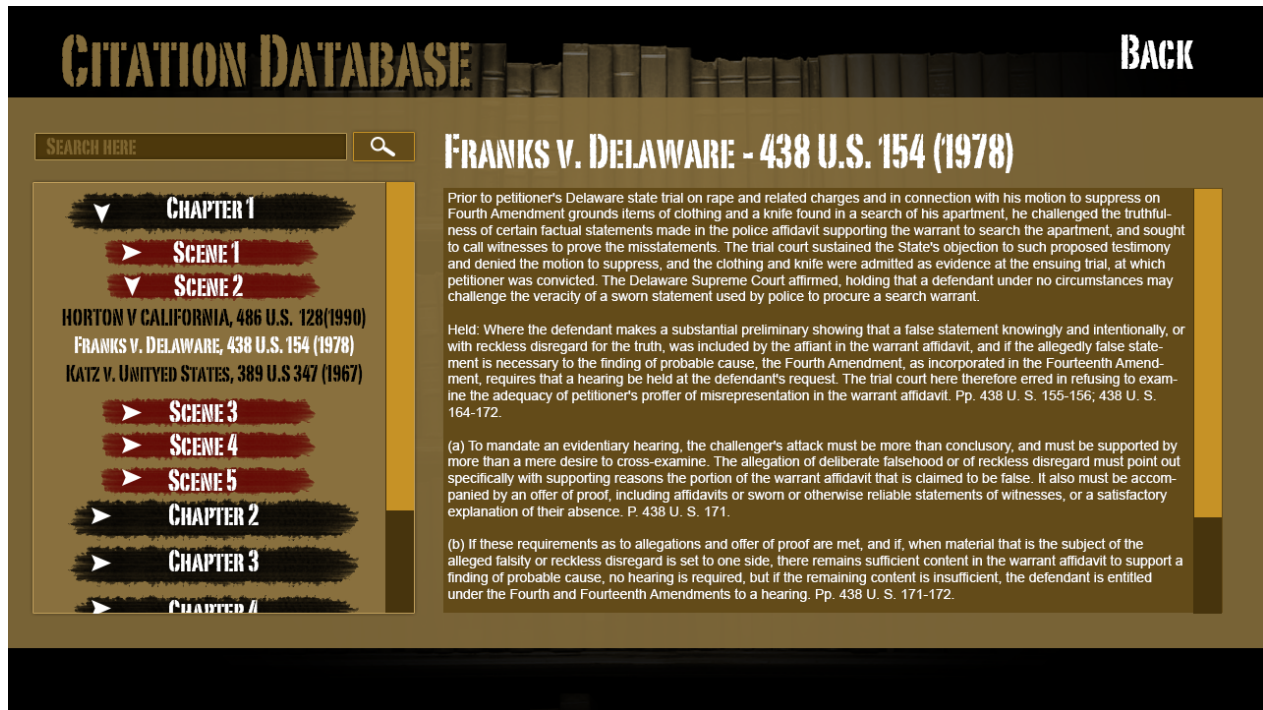
- Player's account info will only be added / edited by the professor using the interface on the server.
- Recommend using university email address for user name and PID for password.
- After logging in, player's performance will be updated on the server in each scene.



Level Select Menu layout

As shown above, after logging in, the level select menu shows up, and offers player levels to select from. Each level has a picture, chapter number and scene number under it. Player can sweep among levels to navigate himself/herself to find the right level to play.

- To play a level, it has to be unlocked by finishing the previous scene first
- First level will be unlocked at the beginning.
- Player's score will also be shown in this menu if player finished the scene.



Citation Database Layout

- Player opens this menu either from the main menu, or from the expand button on the citation box in pause menu.
- Citation Database allows player to search for specific information in the database. Search is based on title and tags.
 - After player finish typing search keywords and click on search button, the menu below only shows cases(no chapter or scene number) with the corresponding keyword in the name / tag.
- One goal of citation database is to allow professor to directly edit information within from the managing website. Professor will have the access to add, edit title, content, and search tab for all citations within the database.
- Button interacts when hovered and clicked.
 - Including animation and sound effects.

2.1.2 Pause Menu



There are three elements in pause menu:

- **Menu**
 - Shows player options for resuming game, restarting the scene, and go back to main menu
 - Main menu and restart scene will ask confirmation from player
 - Player can also resume the game by pressing ESC key
- **Citation Box with content**
 - Shows player most recent citation with part / all of its content.
 - If citation is too much to be contained in the box, player can expand the window by clicking the expand button to see more contents.
 - Expand button opens Citation Database with this current case selected.
(see citation database layout)
 - Player can also switch between the citations according to their trigger sequence in the game.

2.1.3 Endscene Feedback



Not representing final design

Endscene feedback allows player to browse through the mistakes they made, and show them their score.

- Button interacts when hovered and clicked.
 - Including animation and sound effects.

Player's choice log will also be sent to the server to allow professor to review student's performance.

For detailed explanation, see [3.2.3 Performance Reviews](#)

2.1.4 Center Message System (Alert)

Center Message System can show up any point in the game, even during menus. It informs player important information by showing it in the center of the screen / dialogue script at the bottom. It can pause the game if the designer wants it to. It shows player information like:

- **Quest update**
- **Tutorials**

2.2 Gameplay UI

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Concept layout for in-game UI (Not representing final design)

As shown in the picture above, the gameplay UI mainly contains 4 parts(not including the CMS):

- **Citation Box** on the upper-right corner
 - Only appears for a certain amount of time after player triggers it
- **Interaction Option Buttons (Available Actions)**
 - **Displays after player select an object with the crosshair**
- **Dialogue**
 - **Only appears while someone is talking.**

2.2.1 The Citation Box

It normally does not appear, unless the player triggers an citation event in the game, and the citation box will appear for 5 seconds (fade in/out). Inside the citation box, there are two layers, the upper one says "Citation:[Citation name]", and then parts of the citation content, and the lower layer says "Pause game [ESC] to read more".

2.2.2 Interaction Option Buttons

- Triggered when player aim the center cursor to an interactive object, and press space / click LMB
 - Interactive object includes person, quest specific objects, door / box
- Shows player available interaction options
 - Camera will be frozen when triggered, cursor will appear
 - Allows player to select from one of them using cursor
 - Either left-click, space works for selecting

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- Button interacts when hovered and clicked.
 - Including animation and sound effects.
- Buttons are very wide and has same length, and they are listed orderly
- Possible options includes:
 - Observe
 - Applicable to objects only
 - Converse
 - Person only
 - OPEN
 - Door / entrance / cover / box only
 - Ask consent
 - Object / door / box / barrier
 - If it's player's partner, it will be "Go fetch me a warrant"
 - Only available during specific occasions
- If the the player's currently not allowed(by the game, not by the law / rules) to interact with an person, CMS will tell the player "Not available".

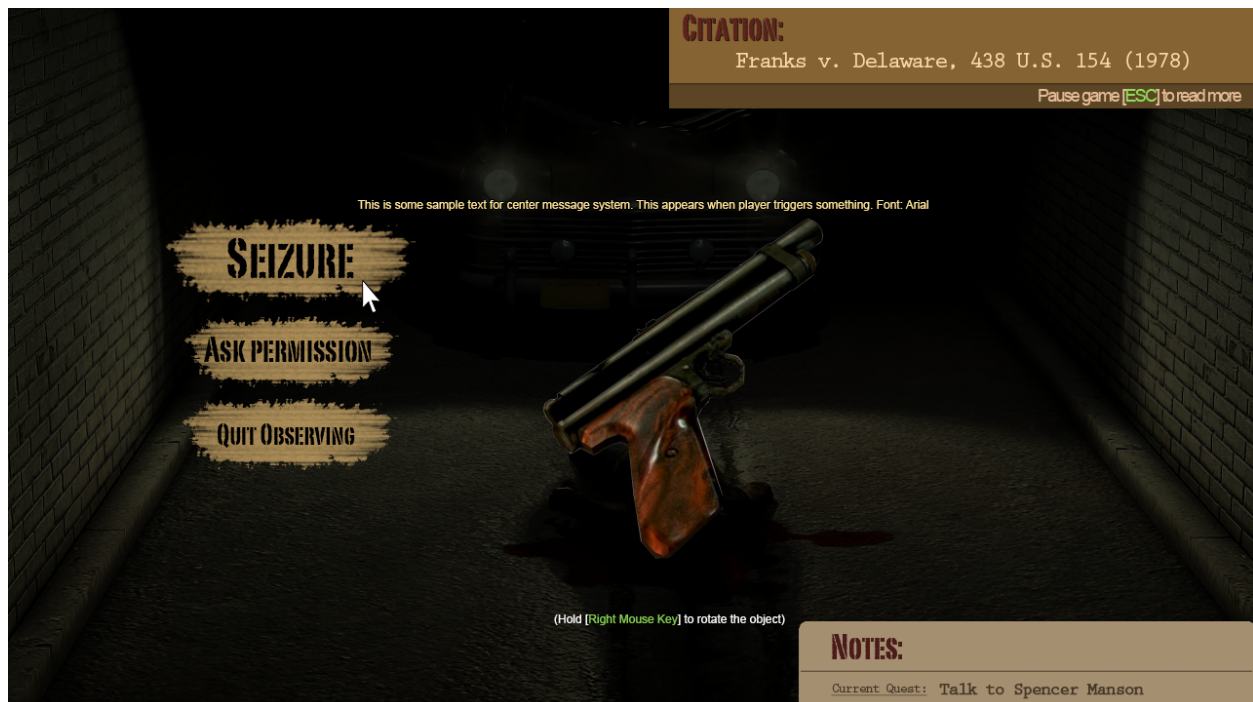
2.2.3 Dialogue

The dialogue system shows player subtitles of what NPCs / player's avatar are talking about.

Format: [Who's talking]: [Dialogue Content]

e.g. BILL: Hey boss, come over and check this out.

2.3 Interaction UI

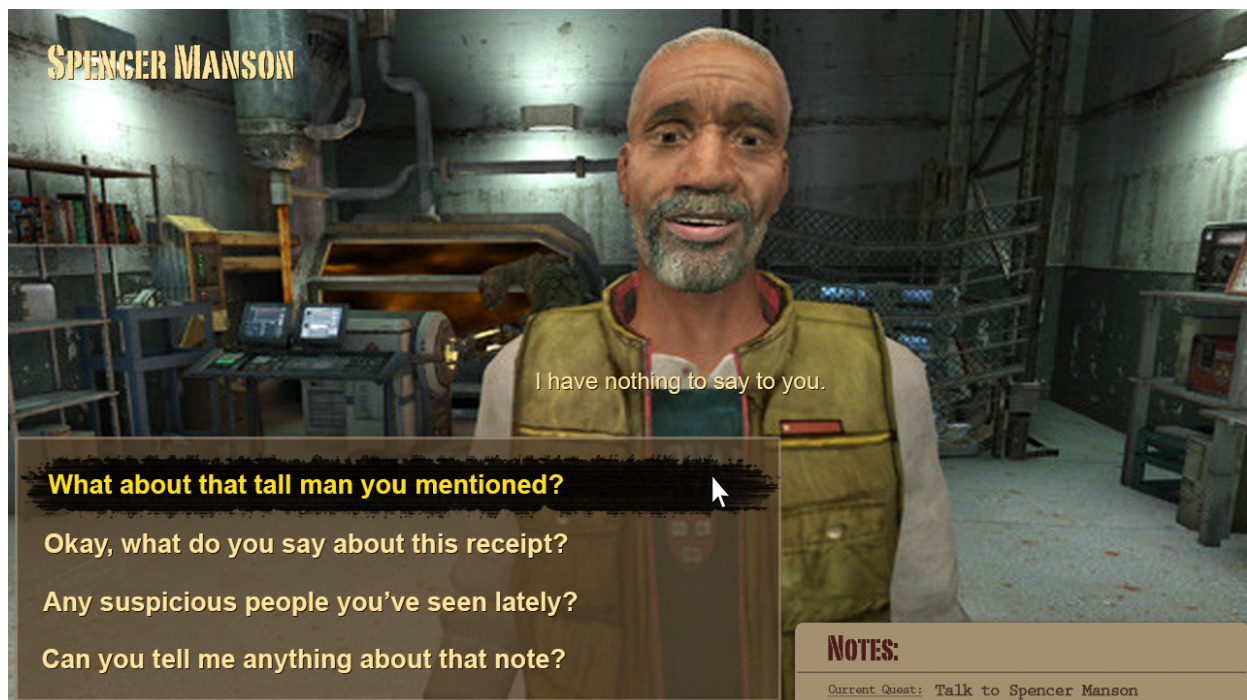


Not representing final design

As shown above, the observation system UI is relatively simple, it provides player options that they can interact with the currently selected object.

- In this mode, the player is already considered investigating the object. Whether permitted or not will affect player's feedback score once entering this mode.
- Button interacts when hovered and clicked.
 - Including animation and sound effects.
 - The amount and content of available options should be editable in the editor.
- CMS also is used in this mode.
- Available actions usually includes:
 - Seizure
 - The object will be removed from the scene and a sound effect of grasping the object will be played
 - Quit observing / cancel

2.4 Conversation System UI



Layout for Dialogue UI

Conversation system UI provides the player a dialogue box below the screen listing all the possible dialogue options for the player.

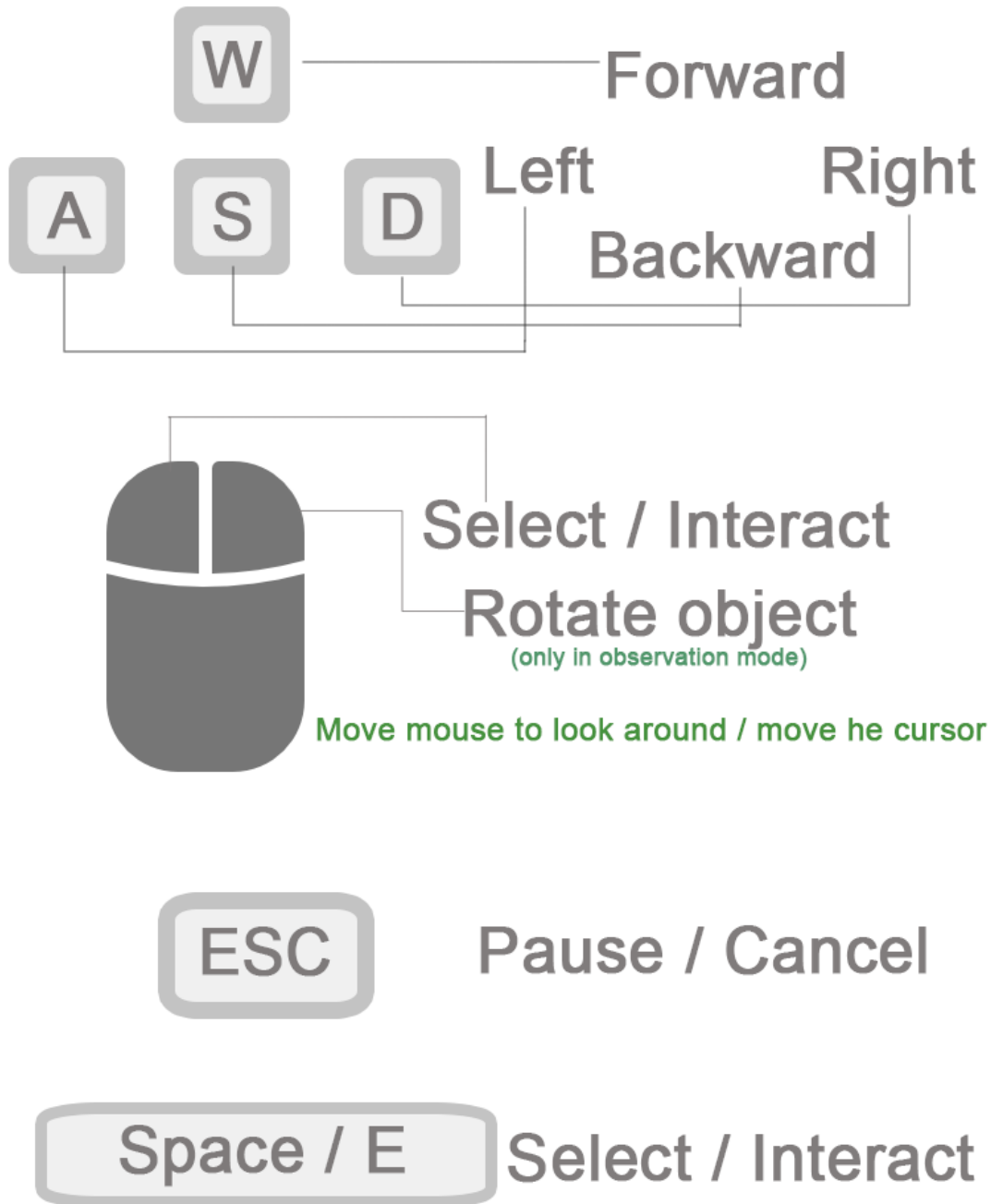
- Camera will be fixed in this mode, and cursor will appear
- Above the dialogue box, player can see the last sentence of the conversation.
- For serious purposes, player cannot quit the conversation by themselves. Once triggered, it will have to be completed.
- Dialogue options interact when hovered and clicked.

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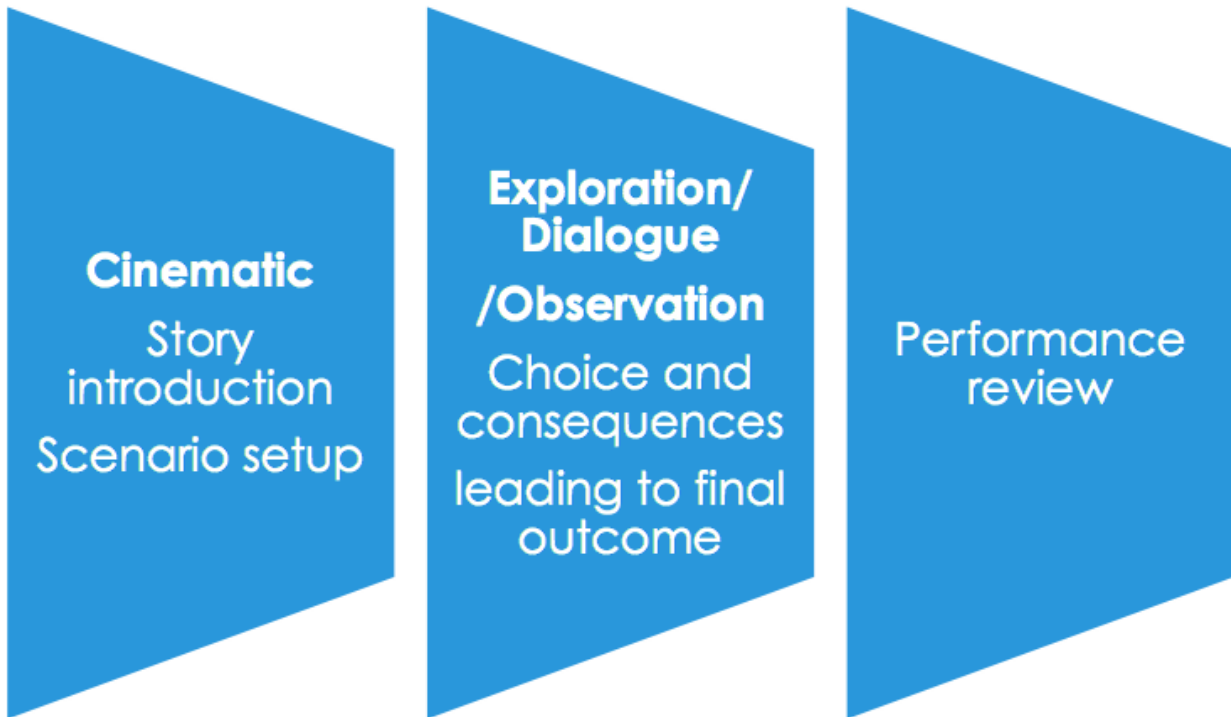
- Including animation and sound effects.
 - Including a background image for the highlighted option
- Some conversation options will have a timer, if timer's up, it counts as another branch.
- NPC's name will appear at the top-left corner of the screen
- Dialogue options should be no more than 3
- Dialogue options interacts when hovered and clicked.
 - Including animation and sound effects.
- After selecting one of the options, dialogue window fades out, and subtitle reappears at the bottom of the screen, until next dialogue branch appears.

3 Gameplay Mechanic

3.1 Control



3.2 System Workflow



3.2.1 Cinematic

Each scene begins with a intro cinematic, it's currently designed to be simple text introductions, but can be either pre-rendered video or in game real-time in the future.

- The intro serves 2 purpose:
 - Layout the story setting
 - Introduce the goal and motivation for the player
- Whenever player enters a scene, the scene intro cinematic plays.
- Player will be able to skip the cinematic by pressing **ESC** key.
- After the intro is finished / skipped, the player enters the game scene.
- If video, the cutscene can be either in first person, real-time camera interactive, or in a traditional drama camera setting.

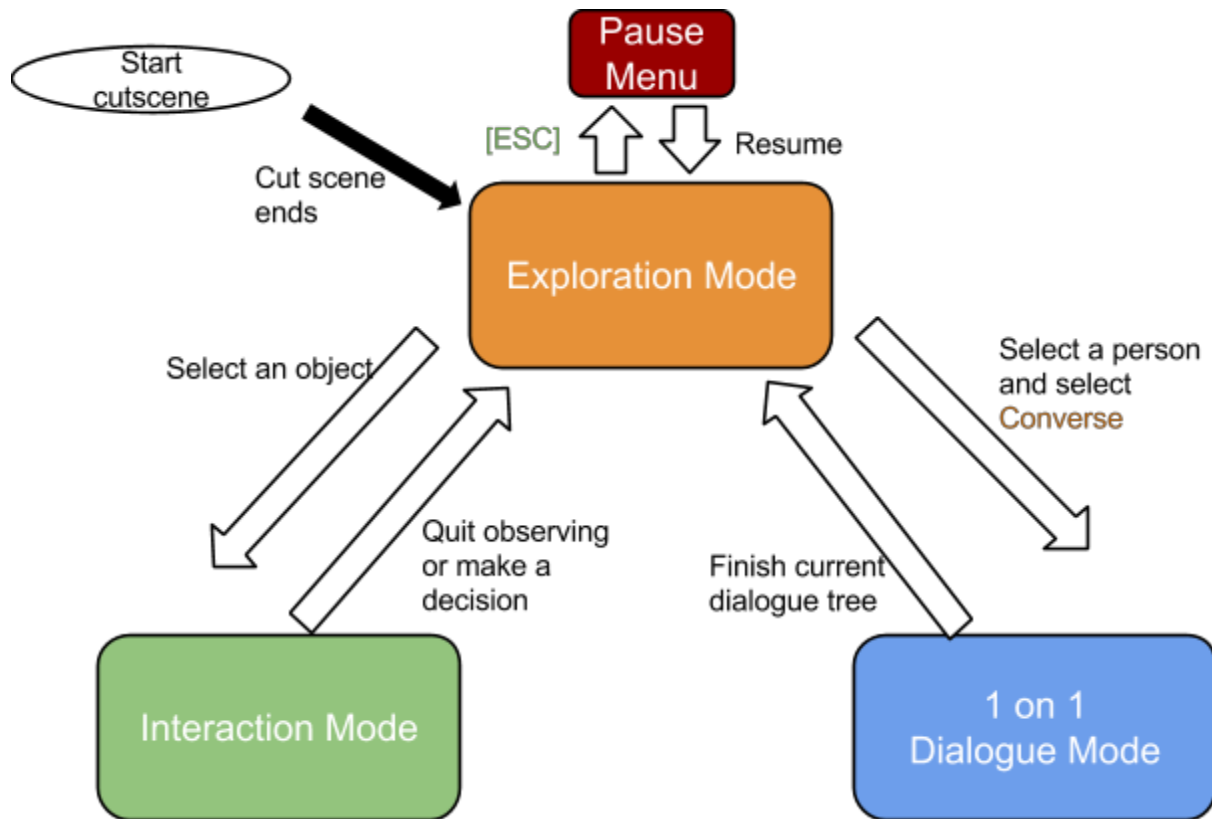
3.2.2 Exploration / Dialogue / Observation

The gameplay will not be interrupted by cutscene until player finishes the current scene.

3.2.2.0 General

- When a game scene starts, player enters Exploration mode first.
- Player will be able to switch to the other 2 modes by talking / selecting the in-game interactive objects.
 - Interactive objects includes person.
- Player will be able to jump back to exploration mode after he/she finishes the current

conversation with the person / quit observing an object.



- Each time player perform a Choice, it might or might not affect events.

Example choices player can make in the game

Choice	Description
Dialogue option choice	Select any dialogue option in conversation (Including the hidden option if player didn't make choice in time when there's a timer)
Observe	Select "observe" on an object
Open / Enter	Open a door / box / barrier
Seizure	Select "Seizure" on an object
Arrest	Select "Arrest" on a person <i>Not available most of the time.</i>
Ask the partner to fetch a warrant	Select partner and then select "Fetch warrant"
Ask help from partner about what to do	Select partner and then select "What next?"

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- Each decision that has potential to be a pause negative effect on performance evaluation will have an explanation why it went wrong, and it will be shown immediately on the CMS and also in the evaluation window at the end of each scene.

Example events which push progress

Example Events (variables)
Right to observe a certain object
Right to enter an area / open a box / container
Right to seizure an object
Right to arrest the suspect
Probable cause to certain decision
Warrant for entering (searching) an area / a box / a container
... For more information, refer to level design document

- Player's decision's affection only comes out in two results:
 - It either poses a negative influence on the review
 - or it carries on the quest.

Factors that can affect review

List of Possible Negative Factors
Unpermitted seizure decision
Unpermitted arrest decision
Unpermitted enter / open decision
Unpermitted observe action
Wrong dialogue option
... For more information, refer to level design document

3.2.2.1 Exploration

In Exploration mode, unless player selected an interactive object, the camera follows movement of the mouse

Player's can perform variety of actions in exploration mode.

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List of actions player can perform during this mode:

- Player can walk around the scene
 - Player cannot walk over the boundaries of the scene
 - He / she will be stopped by noninteractive visible / invisible barriers
 - And CMS will inform player “You cannot go that way”.
- Player can look around by [moving the mouse](#)
- Player **cannot** jump.
- Player can interact with interactive objects
 - By moving the cursor on the object
 - The cursor will change if on a interactive object, informing the player that options are available for this object.
 - Player can select interactive Non Player Characters (NPC) in the scene
 - If necessary, NPC will talk to player / say somethin [Real time Conversation (RTC), or BARK in Pixel Crusher's the Dialogue System] as player walk towards them after triggered area trigger.
 - This only triggers NPC monologue, and doesn't bring player into conversation mode.
 - Player can select to “converse” with the NPC
 - This takes player to Dialogue Mode
 - Player do so by aiming the center crosshair at the NPC, and [click left mouse button, or press space / E key](#)
 - Crosshair will be sized up twice when player's focusing on an interactive object
 - The object will shows visual affordance(e.g. glow on the

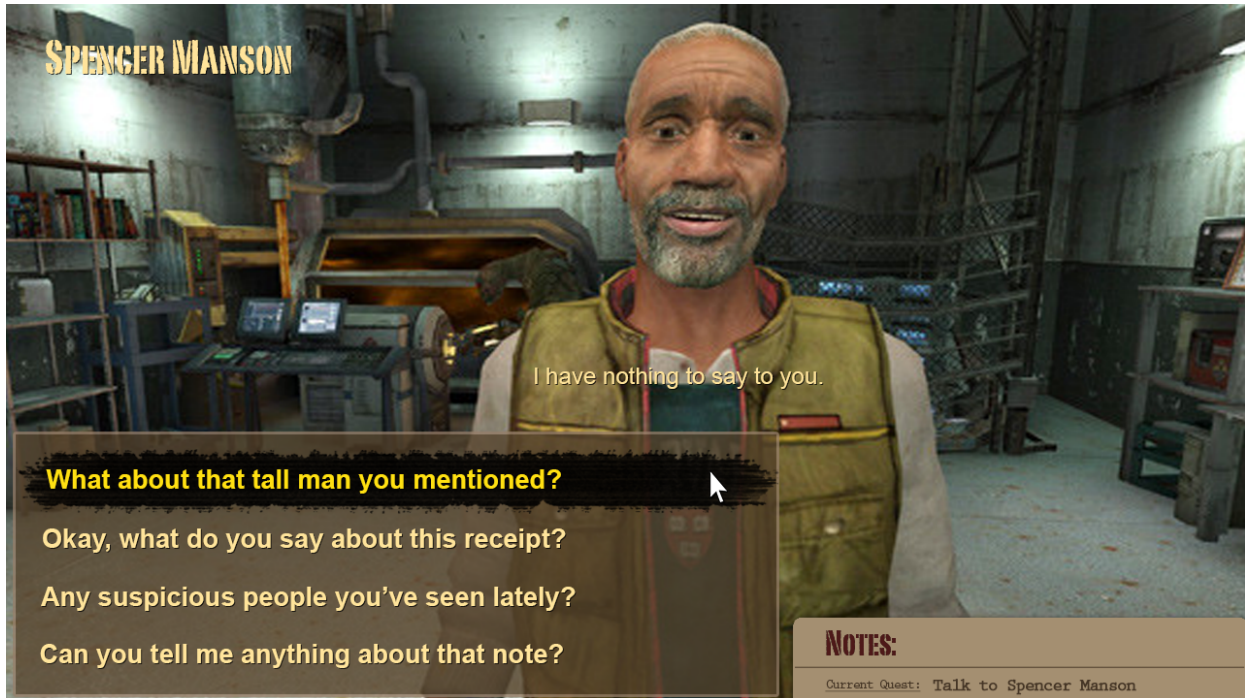
edge)

- There will be non-interactive NPCs in the scene
 - Player can select to “arrest” the NPC
 - Only available in certain occasions.
 - Player can select to “cancel” interaction with the NPC
- Player can select door / box / container / interactive barrier
 - Player can choose to “open” it
 - Player can choose to “ask permission”
 - Player can select to “cancel” interaction with the object
- Player can select to observe an interactive object
 - This takes player to Observation Mode
 - Player can rotate around the object to observe it by holding the right mouse button and move the mouse
 - Player can seizure the object by selecting the “seizure” button
 - Player can select to “cancel” observation with the object
- Player can also interact with the partner
 - Player can ask the partner to help him “fetch” a warranty (success or not will be different in level)
 - It might or might not succeed based on different scenarios
 - Player can ask help from the partner about what to do next
 - Partner responds based on the latest event switch
 - If no response is assigned at the point, partner will say something like “How should I know, you’re the boss”
 - Player can walk to the partner and “Call the case” once player feel comfortable. But if player fails to find out all what’s necessary for this scene, they will get score deducted.

List of events that might happen during this mode:

- Dialogue between NPCs
 - NPCs might talk with each other during this moment
 - Player will still remain control under exploration mode
- Monologue from NPC
 - NPCs might talk to themselves or talk to the player to inform / warn the player about some information
 - Player will still remain control under exploration mode
- Movement pattern
 - NPCs will either stay still or perform a repeatable movement pattern when player is in exploration mode.

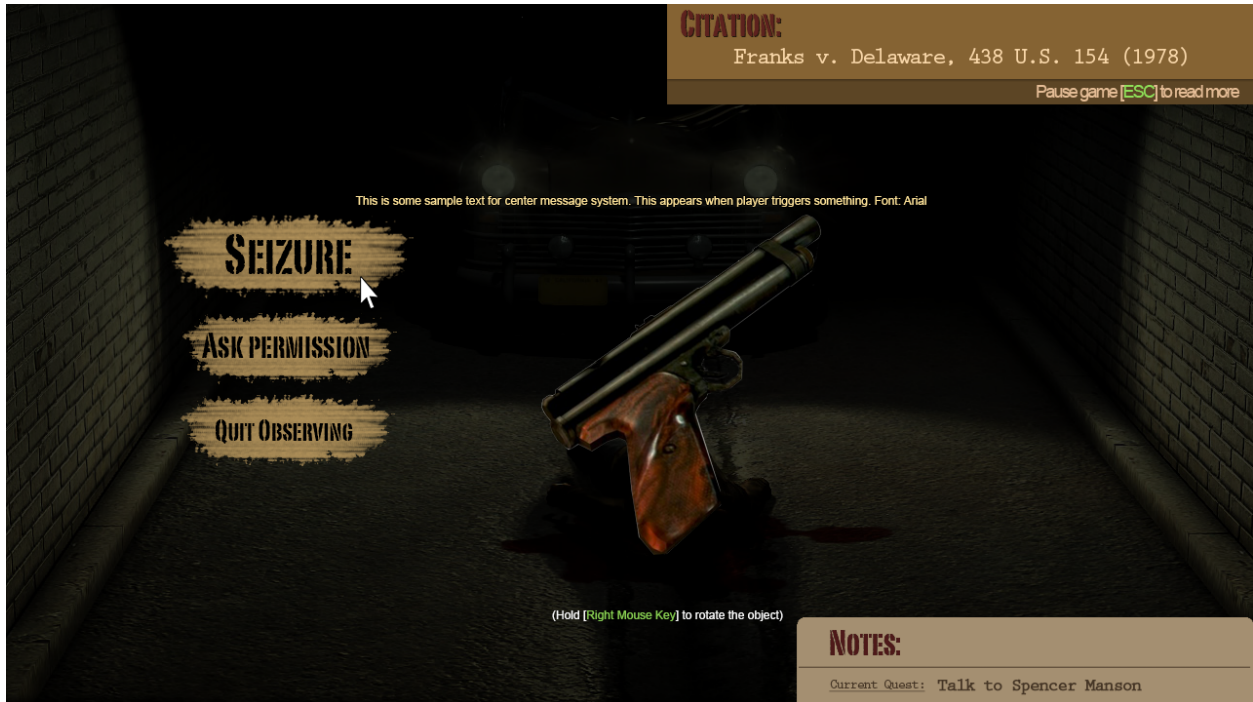
3.2.2.2 Conversation



While in the Conversation Mode, player can select dialogue options to respond / ask questions on NPCs.

- Player can only talk to one person at a time
- Camera is fixed to face the NPC in this mode
- There will be at most 4 dialogue options for player to select from
 - In most cases it should be 3
- Player cannot quit dialogue without finishing it
- **There are 2 types of dialogue options**
 - Autonomy illusion options
 - These options provides a corresponding response from NPC and will not affect branching
 - These options might affect performance evaluation
 - Branching options
 - These options affects story progress branching
 - These options might affect performance evaluation
- Wrong dialogue choice will affect player's performance evaluation
 - It will still carry on the progress
 - Wrong choice will not cause instant failure unless in specific cases

3.2.2.3 Interaction



Not representing final design

In Interaction Mode, player can interact with the object.

- Camera is frozen and background is greyed out in this mode
- CMS and Citation Box will still be available in this mode
- Player will be offered different interaction options based on what the current object is being selected.
- Player can quit the interaction mode by selecting “Quit Observing” or “cancel”
 - Or press **ESC** key

3.2.3 Performance Reviews

In each scene, after the final event is triggered, the player finishes the scene and performance evaluation review windows shows up to inform player’s performance and allow player to decide what to do next.



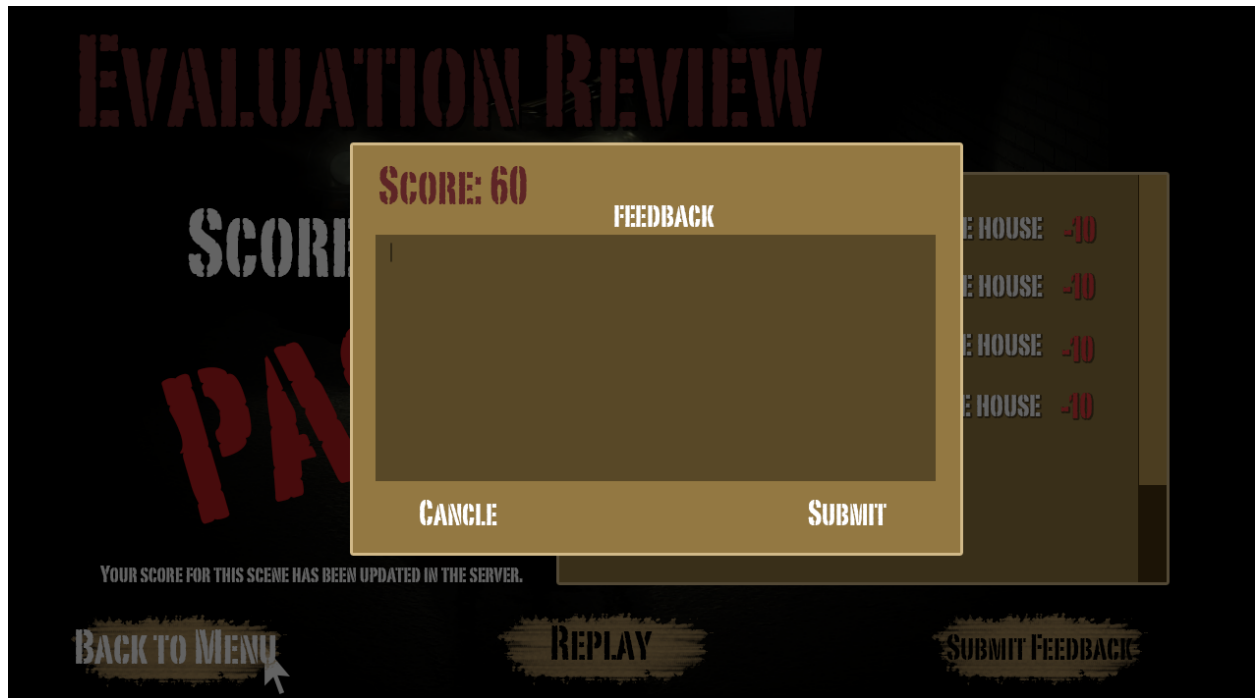
Not representing final design

Player's options are:

- Back to menu
- Replay
- Submit feedback
- Next Scene

Evaluation Result

Player's mistake is uploaded to the server for the professor to review. In each level player will have to get a certain percentage of right choices in order to pass the level. Specific detail will be decided by the professor.



Scoring Rubric

- Each time player makes a mistake, it will be recorded and updated in the server.
- Player's performance review is decided by professor based on player's mistake log.
- Currently the suggested design is that the player is only allowed to proceed to next scene when they at least get 60% of the right choice.

Specific scoring items in each level are listed in level design document.

**Critical event: Decisions that has to be made in order to push level progress*

***Non-critical event: Decisions that does not affect progress.*

Register / Update Score

Under the grade, the game also reminds the player that their score for current scene has been registered in the server, reminding them that their performance will be reviewed by the professor.

First Score

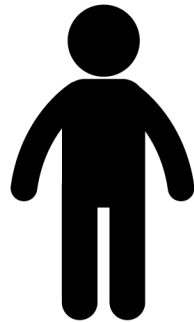
After the first time player beats the game, the server will register their "First Score" for this scene. This will not be updated even they replay the level, instead their result of replay will be registered as "Updated Score" in the website for professor to review.

Submit Feedback

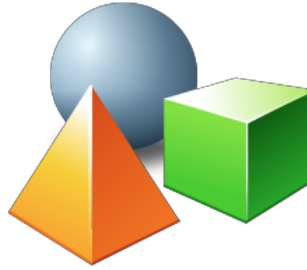
If player feels unfair or any part of the scene was controversial, they can submit their argument to the server so the professor can see, which will potentially help them get a better first score.

3.3 Interactive Object (IOB)

There are 3 types of interactive objects in the game, people, object, and entrances. All of them interacts with the player in each's way if allowed when player click on them.



People



Object



Entrance

3.3.1 People

- Bill
- Suspects
 - Driver
 - Passenger
 - etc

3.3.2 Interactive Object

- Essential objects
 - Provides interaction options
- Non-essential Objects
 - Observable
 - Player says “nothing important about this” when observing
 - No interaction button is provided in observation mode

3.3.3 Entrances

Anything that requires the action “open” which might result in privacy intrusion is considered an “Entrance”.

- Door
 - Car door
 - House door
- Box
 - Independent box
- Container
 - A box built within a car / house, like Glove compartment or Trunk
- Luggage

- etc.

4 Level Design Document

https://docs.google.com/document/d/1y9BeyGDo1P0GPvLiCQUb62A25_egSXJY0ddvXHvdrWI/edit#

5 Story Script Document

<https://docs.google.com/document/d/1cOYTD18HPVkmKj2UHo1l09MTY0iBycZWZMYeJ6lfJZM/edit#heading=h.rf21ktqqcfbb>

5 Art, Music, Sound Effect, & Misc

5.1 UI Element Style Reference



- Size and position are not for reference, only fonts. style and color palette.
- These are design suggestions, artist don't necessary have to make them the same as in the concept picture.
- All fonts has shadows
- Theme color: Dark red, light yellow, brown, white, gray, black.
- Subject to change

5.2 Game Art Reference

https://docs.google.com/document/d/1eugeFUG6xLh_KWQXSzUwjliA7-Outg1oNAQ2TSI_uRw/edit#

https://docs.google.com/document/d/1NPhZg-hW_2aIEjn82rs66TV3Pq2hvnk8ZqS0P35EW3Q/edit

5.3 Model List

*See to-do list on basecamp.

5.4 Animation List

*See to-do list on basecamp.

5.5 Basic Sound Effects

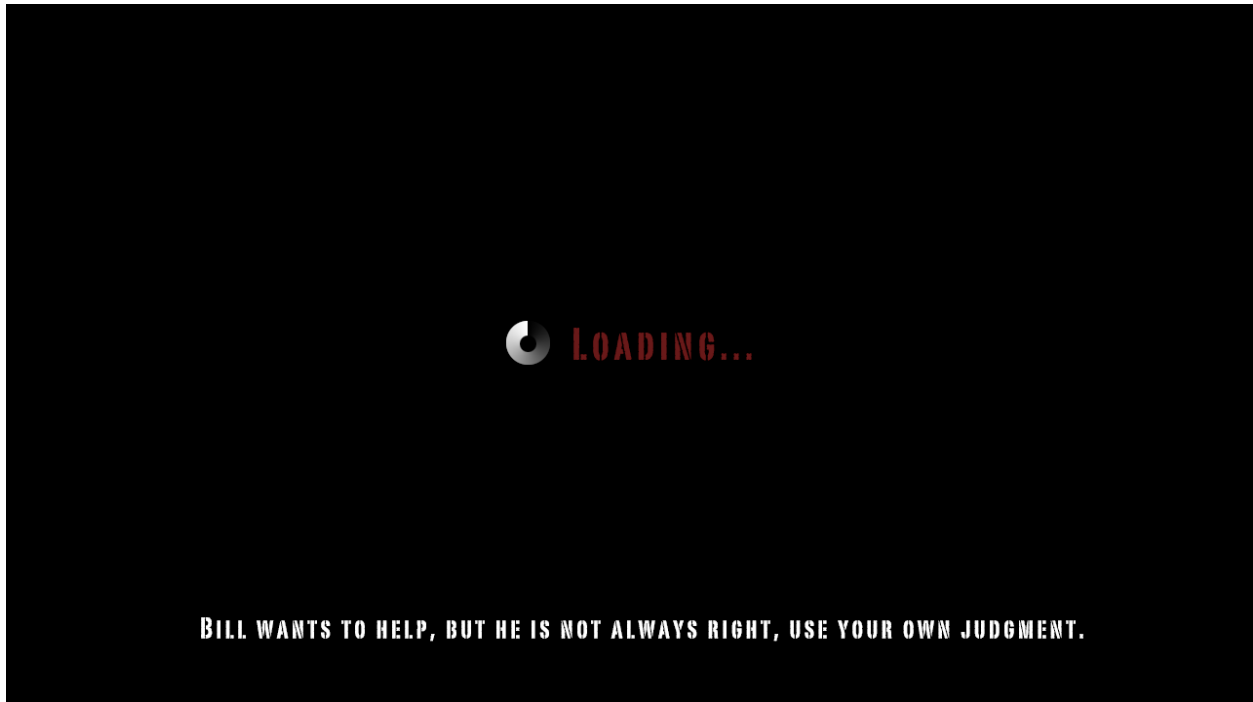
(to be updated)

- Ambient - City
- Ambient - Inside house
- Dialogues
- Step
- Car engine
- Car door open
- Car door close
- Glove compartment open
- Glove compartment close
- Trunk open
- Trunk close
- Door open
- Door close
- Cabinet open
- Cabinet close
- Jewelry box open
- Jewelry box close
- Drawer open
- Drawer close
- Iron plate

5.6 Loading Screen

Loading screen of the game is made of 3 parts:

- A spinning icon indicating that the program is still responding
- Loading words after the icon
- Dynamic tips for the player
 - Randomly pick one from the library. Changes every time the loading screen appears.



6 References / Related Documents

High Concept Document

Criminal Procedure Design Document

https://docs.google.com/file/d/0B3_5VHmaufu8aFd0RmVJa3drQm8/edit

Dialogue System

<http://www.pixelcrushers.com/>

Volunteer Actor List

https://docs.google.com/spreadsheet/ccc?key=0An_5VHmaufu8dHRWUjM3ODZOdlZyNXFsaVF0emFYOGc&usp=drive_web#gid=0

Level Design Document

https://docs.google.com/document/d/1y9BeyGDo1P0GPvLiCQUb62A25_egSXJY0ddvXHvdrWI/edit

Story Scripts

<https://docs.google.com/document/d/1cOYTD18HPVkJMKj2UHo1I09MTY0iBycZWZMYeJ6lfJZM/edit#heading=h.rf21ktqgcfb>

UI implementation design

<https://docs.google.com/document/d/1XB6-ucaThtdeZB5xxktBpYEBDRjFId-azazHJ9mx2pc/edit>

Registered build list:

https://docs.google.com/spreadsheet/ccc?key=0An_5VHmaufu8dC13UG8wbDIITXRISjdidFBYcFVlcFE&usp=drive_web#gid=0

Portal Website Frontend Design Document

https://docs.google.com/file/d/0B3_5VHmaufu8eE93X3oyby1IRmM/edit?usp=drive_web

Decision Result Register

https://docs.google.com/spreadsheet/ccc?key=0An_5VHmaufu8dFJvNEFJbWIXQzdoczdOYzNTV0Myanc&usp=drive_web#gid=0

List of models / tool to purchase

https://docs.google.com/spreadsheet/ccc?key=0An_5VHmaufu8dEpwcmVMUGp1UHYyT1ZybDVuSI9TSmc&usp=drive_web#gid=0

Storyboard / educational concept list & Notes

<https://docs.google.com/presentation/d/1Xj6GFY-PQISolZzRoXgFtvV-MAhqjDnqhaalwOGNIks/edit#slide=id.p>