Oliver Nickelthorn:

The Chrome Coin Conundrum

Made by Jeremy Koeleman

Ablus Macrichboy
Big bank
192.██.██.68
Cyberspace

Oliver Nickelthorn
Zernkesquare XI
Hemlia, AS 9747
Hollandia

2524.01.16

Dear detective Nickelthorn,

Early today we got robbed. We lost a lot of money and need it back as soon as possible. We will pay you double your usual rate if you find the people who took the money and give it back before our high end consumers and investors find out.

We are aware of your usual, less fortunate, clientele but hope you might make an exception for us, due to the opportunities it could bring for you in the future and the jobs of our employees you would save by doing so.

We are glad that you will accept this offer and have already informed the police of your arrival.

    Lots of love,
    Big bank

Table of contents

Concept

Private Cyber Detective Game | Narrative focused 3D RPG | Cyberpunk-ish| Linear
The player steps into the shoes of the protagonist, who is a well-known private
detective. Oliver takes on cases related to cyber crime from piracy to scams.
This time, they have been approached about a major bank system that has been
robbed. The player quickly finds out that a criminal syndicate known as the
Royals.
Throughout the gameplay, the player will gather clues, talk to npc's, fight
enemies, and go through different digital styles, with distinct art styles. Going
too deep into the cyber layers is highly dangerous, but it is needed to solve this
case.

Unique selling point

The game focuses on gathering evidence and how that affects what you know about
the crime. It does this differently than other games by visualising this new
gained information by recreating the crime scene and allowing the player to replay
how the crime happened.
Clues can be gathered by looking around the scene and inspecting different areas
and by talking to different npc's. It is possible to not gather certain clues due
to choices within dialogue but you will still be able to solve the crime.

Goals

Success definition When are you satisfied
1. The game contains the ability to find clues and remake the crime scene
2. The game mystery is engaging
3. The player wants to continue playing the game after the demo
4. When the player can play through and finish level 1 of chapter 1

External   Why are you making this game
1. Create a product that shows what I am able to do as a writer
2. Finish making a game that can be played by others without worry of game-breaking bugs
3. Write an engaging mystery
4. Learn how to lay out an interesting story which is fun to play through
5. Learn the skills needed to make The Energy Case(big passion project), detective game

Internal   What do you want to give the player
1. Give the player the feeling of intelligence
2. Make the player feel engaged in the mystery
3. Get the player to suspend their disbelief
4. Make the player care about the consequences of their words
5. Provide fun and engaging gameplay

Gameplay   What are the player's goals within the game
1. Solve the mystery
2. Find clues
3. Locate the criminals

Target audience

The game is made for young adults who like story-oriented who like detectives. The game focuses on people who are motivated by immersion as the game is based on its story and the discovery there of(Quantic Foundry, 2022).

GAMER MOTIVATION MODEL   QUANTIC FOUNDRY

Action "Boom!"	Social "Let's Play Together"	Mastery "Let Me Think"	Achievement "I Want More"	Immersion "Once Upon a Time"	Creativity "What If?"
Destruction Guns. Explosives. Chaos. Mayhem.	Competition Duels. Matches. High on Ranking.	Challenge Practice. High Difficulty. Challenges.	Completion Get All Collectibles. Complete All Missions.	Fantasy Being someone else, somewhere else.	Design Expression. Customization.
Excitement Fast-Paced. Action. Surprises. Thrills.	Community Being on Team. Chatting. Interacting.	Strategy Thinking Ahead. Making Decisions.	Power Powerful Character. Powerful Equipment.	Story Elaborate plots. Interesting characters.	Discovery Explore. Tinker. Experiment.

Desired experience/Feeling smart

The player experiences the story. As they move through the story they are able to discover more parts of it leading them in the right direction on a linear path. The most important goal of the game is to balance narrative immersion with rewarding intellectual discovery.

Easy Fun (Novelty): Curiosity from exploration, role play, and creativity. (XEODesign, n.d.)

Dialogue

Knowing how to talk to people should translate into knowing what options are more beneficial within the game.
Focus on asking the right questions and using the right words.
The best options during the game are often the ones which match the situation and are open ended. These are the questions and answers which are recommended to be used during an interview.(Hill, 2022)

What the player says should matter.
The options given to the player should be realistic and logical.
The options that the player chooses should have consequences within the dialogue.
In dialogue there should be different paths, differing answers lead to differing information being given. Choose the right words, get better information

Clues and recreation

When the character finds something the player does too and it will be visually communicated to the player in the form of the crime scene recreation system. This system changes every time the player receives a new clue. When the player has no clues there is no crime scene recreation. The more clues the player has gathered the more of the crime can be recreated through the detective mode.

In the detective mode clues within the game get highlighted as a visual aid to help players out and it allows the player to see and control the crime scene recreation, turning it back in time or fast forwarding it.

(Hill, 2022)
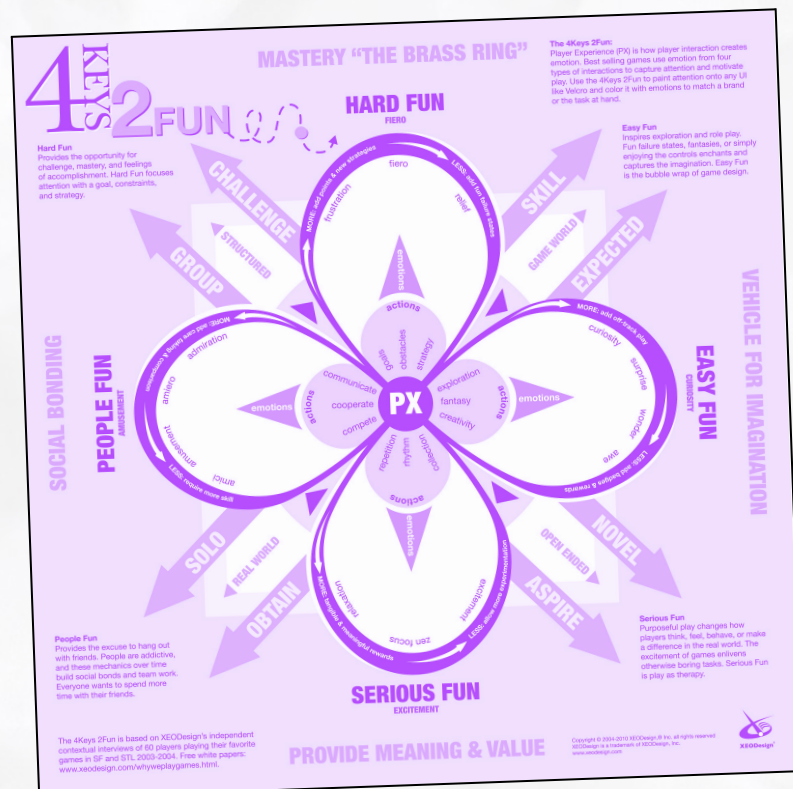
Story

This story is a quest, of which the goal is to find the ones who stole the money from the bank(Bureman, n.d.). The player is both a receiver and a discoverer of the game's story. They do not have choice in where they go or how the story changes but they do get to discover differing answers based on their responses within dialogue and the evidence they gather.

The player plays Oliver Nickelthorn, a private detective. Oliver takes on cases related to cyber crime from piracy to scams for a low price.

A big bank's whole system was robbed. Now the bank wants Oliver to go after the criminal syndicate responsible, and bring them to justice, before the stockholders and rich customers find out and withdraw all at once because there is no guarantee that the government will bail them out.

A syndicate, called the Royals, is stealing the money to give it to the poor because there is a big chance that the government will bail the bank out like they have done many times before. Money is a social construct, so they are giving it to the poor.

Story, Plot, Narrative[1]

Story > As it happens (Big picture) > Bank wants money back to save themselves
Plot > What happens (Step by step) > Bank wants money back to help customers
Narrative > How the player experiences (Watching it) > Bank pays to bring the criminals to justice.

Setting

The deeper you go the less realism you will find. Be sure not to lose your way home in the endless stream of data and content

The real world

Realistic 3D
The real world has not changed much in the last 500 years. Due to the creation of cyberspace the real world is only used for physical needs like production, physical healthcare and food. There is not much reason for people to go out of their homes anymore and home security has become a higher priority due to the vulnerable position you are in when entering Cyberspace.
Featured in chapter 0 and 4
The real world features a lot of grey tones with neon accents. Light from outside is cold. The insides of homes are greys and browns with colourful decorations. The whole world should look desaturated with these colourful decorations and neon accents standing out. There is no music, only the sound of the environment.

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[1] (As defined by Sean)

Cyberspace

Cartoon 3D
The beginning of Cyberspace was made 400 years ago and now it is seen as a new
layer of reality. People put on their headset and enter. All non physical jobs and
many creative ones are located here. There is an almost infinite stream of
consumable content to keep people satisfied. Many websites have a visitable
location in this space to both make the layer feel more real and to advertise.
Featured in chapter 1 through 4
Cyberspace consists of bright colours inspired by cyberpunk media. The buildings
are often modern and blocky left over from a time when optimization was more
important. Everything is to look futuristic and exciting. The music is high paced
with a jazzy feel to it.

The dark web

2D art
Where there is law there is crime. The dark web is a layer within cyberspace where
there is no moderation by overseeing forces like the police. Here anything that is
deemed against the law is sold and people with a common dislike towards the law
gather.
Featured in chapter 1 and 3
The dark web uses warm colours with the people using cool tones. The space should
feel safe and comfortable with a mix of lo-fi and 8-bit music.

The binary

2D 8 bit pixel art
The binary is very small and unstable. It's a representation of the Cyberspace's
backstage area where all other layers are built from. Here the rules of all layers
can be changed. Not many people know of its existence and those who do can't all
access it. The only way you can be there is because of who you are or because what
you are able to do
Featured in chapter 2
The binary used 4 colours, black, grey, white, and pink. Everything is very
simplistic and the music is inspired by 8-bit retro games with a
strange whispering ambiance behind it.

The protagonist

Name	Oliver Nickelthorn
Personality	Dependant on what the players choices
Role	The Detective
Miscellaneous	Guy is definitely a furry. Prefers hand to hand combat over ranged weapons.

Nice person, cool (NPCs)

The Royals

The people in this syndicate go by the names of playing cards. They rob banks with the goal of giving the money to the poor. They are a group of younger people however seem to be well organised having a competent leader who goes by the pseudonym of Ace.

Name	Luke Verner, also known as The Jack
Personality	Stubborn, self-assured, empathic
Way of speaking	Confident, loud
Role	Head of marketing
Location	Cyberspace
Attack Behaviour	Slow, strong attacks

Name	Kai Sherman, also known as The King
Personality	Energetic, curious
Way of speaking	Fast, using a lot of slang
Role	Engineer
Location	Cyberspace
Attack Behaviour	Gadgets and robot sidekicks

Name	Emily Vale, also known as The Queen
Personality	Polite, creative, people pleasing
Way of speaking	Passive agressive, cutesy on he surface
Role	Hacker
Location	The binary
Attack Behaviour	Using Oliver's systems against him

Name	Kevin Hamill, also known as Ace
Personality	The adult of the group *DILF?*
Way of speaking	Slow, using big words
Role	The brains
Location	Real world
Attack Behaviour	Psychological

Others

Police officer

Role	Police officer
Location	Bank

Banker   Witness

Personality	Wants to stay out of trouble
Way of speaking	Stuttering, rambling, panicked
Role	Witness
Location	Bank

The crime
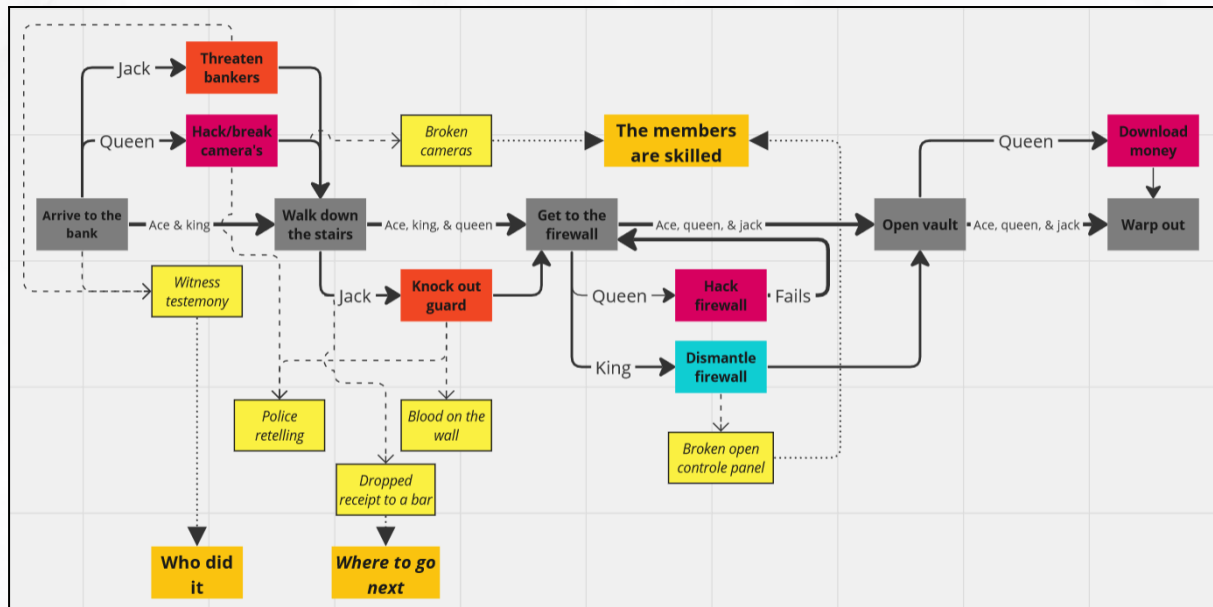
Clues

What happened

Police retelling

Blood on the wall

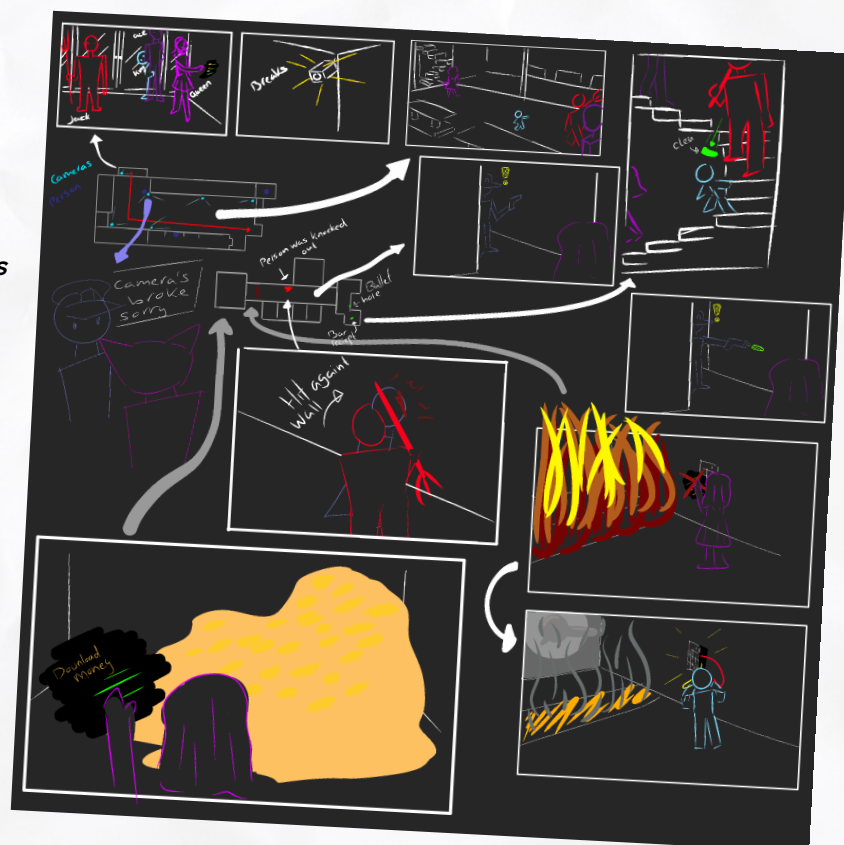**Identity**

Witness testimony

Where to go next

Dropped receipts

The skill of the members

Broken cameras

Broken control panel

Storyboard

Chapters

Chapter 0

Chapter 0 is the tutorial. The detective is in the real world, in his office, when he gets a letter sent from a big bank in cyberspace. Here the very base mechanics of the game are explained to the player. After reading the letter, chapter 0 ends.

Chapter 1

The detective, Oliver Nickelthorn, arrives at the big bank. Here the player learns how the crime scene recreation works. By talking to the police and a witness, he figures out what happened and a little about the identity of these criminals. By walking downstairs the detective can look at a dropped receipt, giving him a clue where the criminals might hang out, and a panel on the wall showing they knew what they were doing.
Gathering all clues finishes level 1, chapter 1 would contain 3 levels.

Having found a receipt in the bank of a bar on the dark web, the detective heads down a layer and orders a drink. Talking to the people in the bar, the player learns how to call out lies by using previous evidence. The criminals at the bar tell him he is looking for the Royals. They tell him the Royals is a group consisting of younger people who got inspired by Robin Hood. The Syndicate is quite popular with people as they do a lot of good for poorer communities within cyberspace. By saying the right words and using the information he gathered in the bar, the detective is able to get a possible location for one of the members, Jack. Gaining the location of Jack finishes level 2, chapter 1.

Having gained Jack's possible location, the detective goes back into cyberspace and breaks into the hideout. Here he confronts Jack, resulting in a boss fight. Once he manages to beat Jack, he is able to arrest and interrogate him, along with looking around in the hideout for clues. Here you can find multiple clues to the location of the other members, Queen and King, and references to a 4th member, Ace. The player is able to leave this level at any moment, ending chapter 1.

Chapter 2

After arresting Jack the detective goes after Queen. After looking around for clues to her location, the player gets sent to level 3, where the detective finds Queen within the binary where she had been hiding, having heard the detective arrest Jack. Here she tries to use the world around them against the detective while she runs away. After managing to keep up with her despite her obstacles the detective is able to knock her out and arrest her. He takes her phone now being able to look for clues to the location of King within the chat logs. Here the detective finds more clues about a member of the Royals called Ace. Once the player leaves the phone menu chapter 2 ends.

Chapter 3

After his fight with Queen, the detective seeks out King.
The detective finds King, during level 3, standing in an empty esports football
stadium. When he tries to arrest King however it turns out that King was a
hologram. The real king is standing on the side waving to the detective, while
robots jump to the station from the sides. King was expecting the detective after
realising Jack and Queen had been arrested. After destroying the robots the
detective fights with King who uses different gadgets to try to keep him away.
Once the detective gets close enough he is able to overpower and arrest King,
afterwards interrogating him. During the interrogation, the detective finds out
that the Royals are led by an older man called Ace who has been the brains behind
all of their bank heists so far. After the interrogation chapter 3 ends.

Chapter 4

Having fought with 3 members out of the syndicate, the detective goes after the
mastermind behind the heists, Ace. But no matter where the detective looks, Ace
can not be found.

After leaving level 2 without enough information to find Ace, the detective ends
up in his office in the real world. Here he gets to look around before a knock at
the door alerts him. An older man is there to visit him. By talking with him and
confronting him with information, the detective figures out that the man in front
of him is Ace and invites him in. As the detective drinks a cup of tea with the
final boss of the game, Ace tries to convince you, the player, to not arrest him
but instead join him. He recalls how you handled previous challenges in the game
and expresses how impressed he was with your skill. He talks about the good they
do by giving money to the poor and how he knows, because of your actions, that you
are a good person. During this conversation you get to make choices to argue or to
agree at the end making a final decision. Either become the 5th member of the
Royals, the Joker, or arrest Ace and get paid by the bank.

Gameplay

Conversation

Idle Dialogue	NPC's have idle dialogue when near the player, similar to Arkham thugs.
Interaction	Activating dialogue upon interaction with an NPC
Dialogue Choices	The player's choice during dialogue affects how the NPC interacts with them
Calling Out Lies	In conversations with NPC's, the player can choose to call something out as being wrong. Should the player be right, they change their answer based on gathered clues. Should the player be wrong, they will act negatively towards the player.

Crime Scene Recreation

Finding Clues	While the player explores the crime scene, they can interact with objects in the scene. Upon interaction, the protagonist will explain what they found and the gained knowledge is added to the player's journal.
Updating The Scene	Using the gained knowledge, the crime scene will be updated to show how the found evidence impacts the crime scene. (Rocksteady Studios, 2015)
Evidence Journal	Shows all evidence and clues the player has found in the crime scenes.

Combat

|	
Attacking	Upon a press of the *Attack* button, the player attacks the nearest enemy they're aiming at.
Defending and Countering	If an enemy is charging, and the *Defend* button is pressed, the player can take out the charging thug. If an enemy is attacking, and the *Counter* button is pressed, the player can counter the enemy's attack.

Gameflow
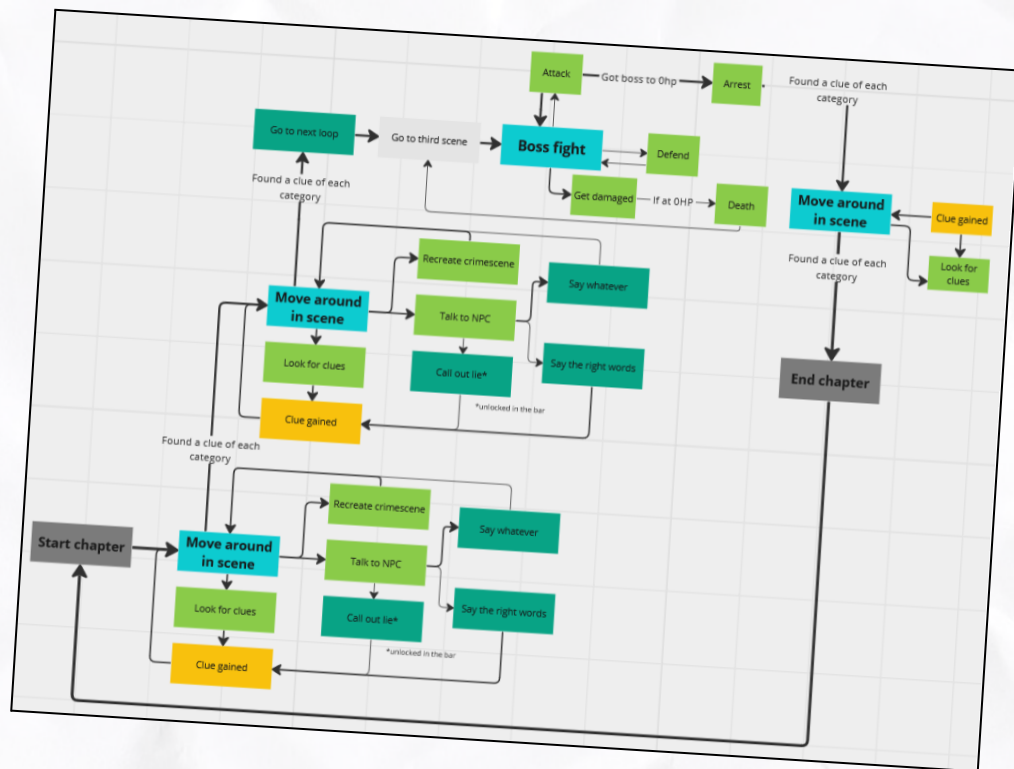
Control scheme

Implemented	Action	Button	What is does it do	When the player learns it	Works when	Does not work when
	Pause the game	Esc	Stop the game and open the pause menu	Chapter 0		
	Movement	W,A,S,D	Move the character	Chapter 0		In dialogue or menu
	Look around	Mouse turning	Look around in-game space	Chapter 0		In dialogue or menu
	Interact	F		Chapter 0		In combat
	Select	Space	Press the selected button	Chapter 0	In dialogue or menu	In combat
	Move between buttons	Up, Down, W, S	When options show switch between selected button	Chapter 1 - Level 1	In dialogue or menu	In combat
	Detective vision	X	Interactable objects and people light up	Chapter 1 - Level 1		In menu
	Scan	F		Chapter 1 - Level 1		In dialogue or menu
	Fast forward	2		Chapter 1 - Level 1		In dialogue or menu
	Rewind	1		Chapter 1 - Level 1		In dialogue or menu
	Call out a lie		Get the other person to change their answer	Chapter 1 - Level 2	In dialogue	In combat or menu
	Open journal	Tab	Open a menu to look back upon clues	Chapter 1 - Level 2		In combat or menu
	Attack	R-Click	Hit an enemy	Chapter 1 - Level 2	In combat	In dialogue or menu
	Defend/Counter	E	React to the attack of an enemy	Chapter 1 - Level 2	In combat	In dialogue or menu
	Restart scene	R		N/A		

Levels

Chapter 1

Name	The office	The bank	The bar	The hideout
Location	The real	The cyber	The dark web	The cyber
Goal	Access the cyber	Recreate the crime scene	Find the syndicate hideout	Find the syndicate's plans
Gameplay focus	Research and menus	Finding clues	Talk to people	Find and beat boss
Introduces	Movement controllers	Recreate the crime scene	Calling out lies	Combat
Characters	N/A	Officers, employees	Criminals	Jack
Clues	What is the case	How and who broke in	Where the hideout is	Where the others are
Next area	Bank	The bar	The hideout	

The ground floor of the bank
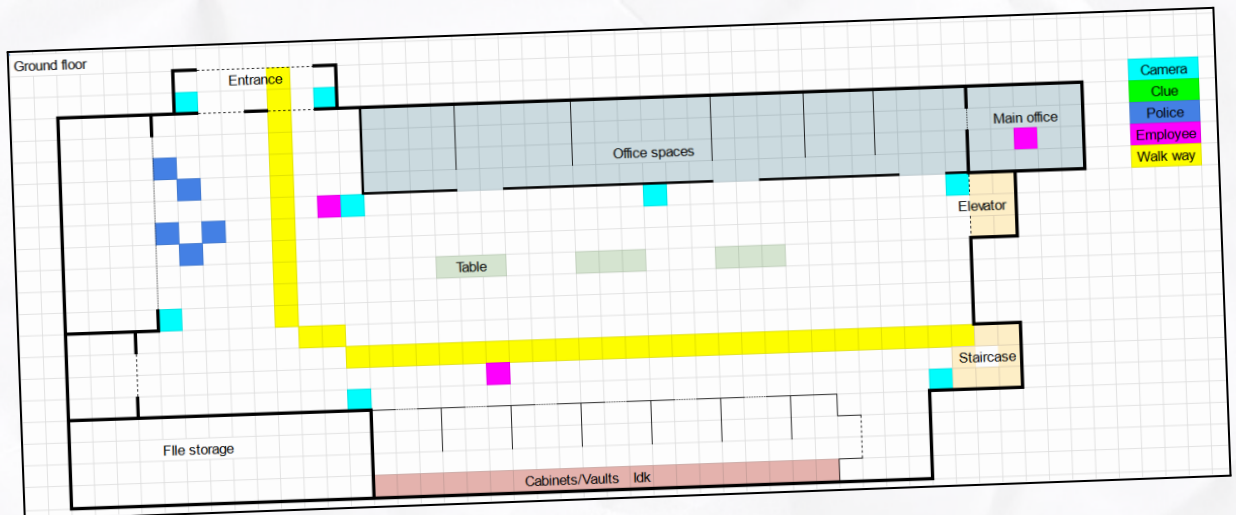
The bank's basement

Aesthetic style

Visual inspiration

Character style
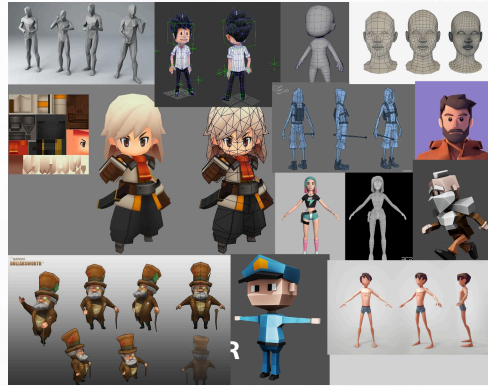
Environment bank style

Environment Cyberspace style

Inspiration

<u>**Interviewing people**</u>
Danganronpa   (Spike Chunsoft Co., 2016)
Disco Elysium   (ZA/UM, 2019)
<u>**Recreating crime scenes**</u>
Batman Arkham   (Rocksteady Studios, 2015)
Disco Elysium   (ZA/UM, 2019)
<u>**Bank layout**</u>
Exploring Abandoned Historic Bank   (Abandoned Central, 2017)
Exploring Manchester's Abandoned 1920s Bank   (Urbandoned, 2023)
<u>**GDD**</u>
Bioshock GDD - Alex Castro   (IRRATIONAL games, 2017)

Prototype

Base code and protagonist model   (Mix and Jam, 2017)
Crime recreation system code   Bjorn Klein Lightenberg
Background music   (NeoSounds, 2017)

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Feedback

GDD

Your GDD is quite clear so far, I do not have much critique there, visualizations are clear
09-01-2024

Geselecteerde tekst | Story
Jaide O.
13:26 Vandaag
I'm assuming you will still go over this, but a few grammatical errors need to be fixed!
Antwoord of voeg toe met @

Geselecteerde tekst | **Level objective
Jaide O.
13:25 Vandaag
fantastic visual representation of concept
Antwoord of voeg toe met @

Geselecteerde tekst | Visual style
Jaide O.
13:24 Vandaag
i adore the artstyle!
Antwoord of voeg toe met @

Geselecteerde tekst | Player is a receiver of the ...
Jaide O.
13:23 Vandaag
this sentence doesn't make sense/ is difficult to understand.
Antwoord of voeg toe met @

Geselecteerde tekst | Give the player the feeling ...
Jaide O.
13:21 Vandaag
Make sure to justify:
- how will you guide the player?
- how can you ensure that the player knows what they need to do without making them feel incompetent
Antwoord of voeg toe met @

Jaide O.
13:27 Vandaag
HE IS PERFECT OH MY GOD :")
Antwoord of voeg toe met @

Geselecteerde tekst | Goals
Lorenzo Tondo
15:37 Vandaag
Maybe mention what's the gameplay, like is it a narrative, rpg or whatever
Antwoord of voeg toe met @

09-01-2024

https://forms.office.com/e/eZt2BNvDH0

"There should be a challenge that can come in different forms. Make sure you're clear about challenges even if it's in dialogue, make sure that you set that up. Moments where players can feel." - Manon(The GDD teacher) on 16-01-2024

Notes from test and chill:
- For flowchart, write who go the gre path for clarity
- Jack drop receipt unclear

- Death -> third too close together to say whatever -> move around
- Go to next loop, confusing

- Game play loop seems fun
- depends on bosses
- depends on main character

- Main character seems different then other detectives, seems fun
- Character visual style is brought

Implementation of feedback

As a result of feedback given by Jaide, grammar and spelling has been changed and clarified removing the previously mentioned difficult sentence and the in person mentioned spelling mistakes.
The comments made by Jaide and Lorenzo have been used adding the "Narrative focused RPG" tag under Concept and the adding of the desired experience.

At test and chill I tested if my flowcharts were clear and changed them based on feedback.

Other unclarities mentioned in the feedback have also been changed as any unclarity to a reader is bad.

When showing off the different chapters, other than a few word changes and mistakes, nothing further had to be changed as the testers, belonging to the target audience, liked it.

Prototype 2D

Dumb Ass Friend 31/01/2024 21:04
this would be great for the energy case
like the dialogue system
there's just a couple bugs I found like it says "space to select" instead of jump and the pause menu buttons don't do anything I think
but if you're showing off a narrative driven game I think it shows your point
maybe a bit short for an exellent but a good probably

Dumb Ass Friend 31/01/2024 22:41
I think everything else works
I tried to break it to find bugs
but I diddn't

Unofficial Translator 31/01/2024 22:43
That's great, it's lorenzo proof then
Do you like it?

1 February 2024

Dumb Ass Friend Yesterday at 10:16
well it does show that your game is narrative driven and the dialogue works pretty well
but also it doesn't show a lot of the level

Implementation of feedback

As result of the feedback the space button jump was removed
And the lack of level was taken into account but not used as this is a prototype
for the 3D prototype.

Prototype 3D

Notes from test and chill:
- Camera keeps clipping.
- The environment isn't clear.
- Where to go next isn't clear.
- Controles need tutorials for explanation.

- Scanning the hitbox is wonky.

- Concept and idea is good.
- More ui to see what happens.

- Models don't fit

"That is pretty fucking solid dialogue you got there." - Jaide

Implementation of feedback

Based on this feedback I made models for the environment and the rest I passed on to the programmer I worked with.