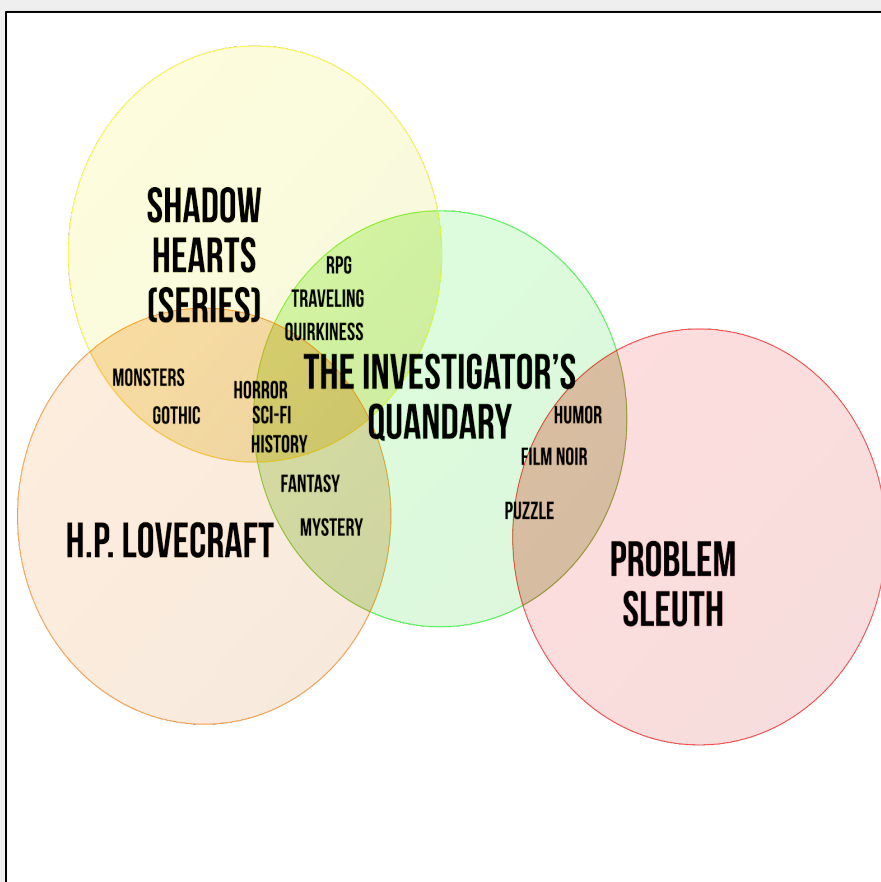


The Investigator's Quandary

Designed by Andrew J. Charles

Project Description:

The project I had in mind was an idea for a comic I was thinking of planning, back in Kingsborough in the school's comic book club when I was a writer. I would like to make a game version to see if it could work or not. The game's genre is a Mystery, Horror, RPG game with action/adventure elements. This could work for a console game for a story based element as a throwback to radio plays/comic from the . Each version will be different in their own way.



Context: Describe context or situation in which the **problem exists**. The plot of the game is that you play as a Detective in the 1930s during the depression, who ACTS like a hard-boiled detective at times including with inner monologuing to pass the time to make work interesting. One day you get a strange call about a case that seems too supernatural for it to be normal, which thus kicks off the story for our Detective.

Motivation: Describe an incident or condition that **motivates the use of the solution**. There were many types of influences/ideas. That made me want to make this idea come to life, from comics to stories to pictures while visual media like video games and anything you can watch on television.

Solution: Show how they access and use the solution to address their need. They will go through many types of trials that exist in the game. From puzzles to battles to general story. Like how in sections you can do "side-cases" which would have their own element but would be important in their own way. Since the user will be tasked with fighting enemies or solving cases to advance. Finding clues is essential of course for such a task.

Outcome: Describe the outcome of the situation – the payoff, the problem solved, and the happy user. After you fight the monsters and solve your final case. You have won the game and completed it entirely, however there is a twist which involves backtracking/hidden aspects. Which will give you a New Game Plus+. Which adds more to the world and for the Investigator.



User: Identify the user, based on the **target user group**. For people who love elements of mystery, action, adventure, comedy-horror, sci-fi with a pinch of romance added in the stew of this story! In the style of an RPG with comic/radioplay in terms of storytelling!

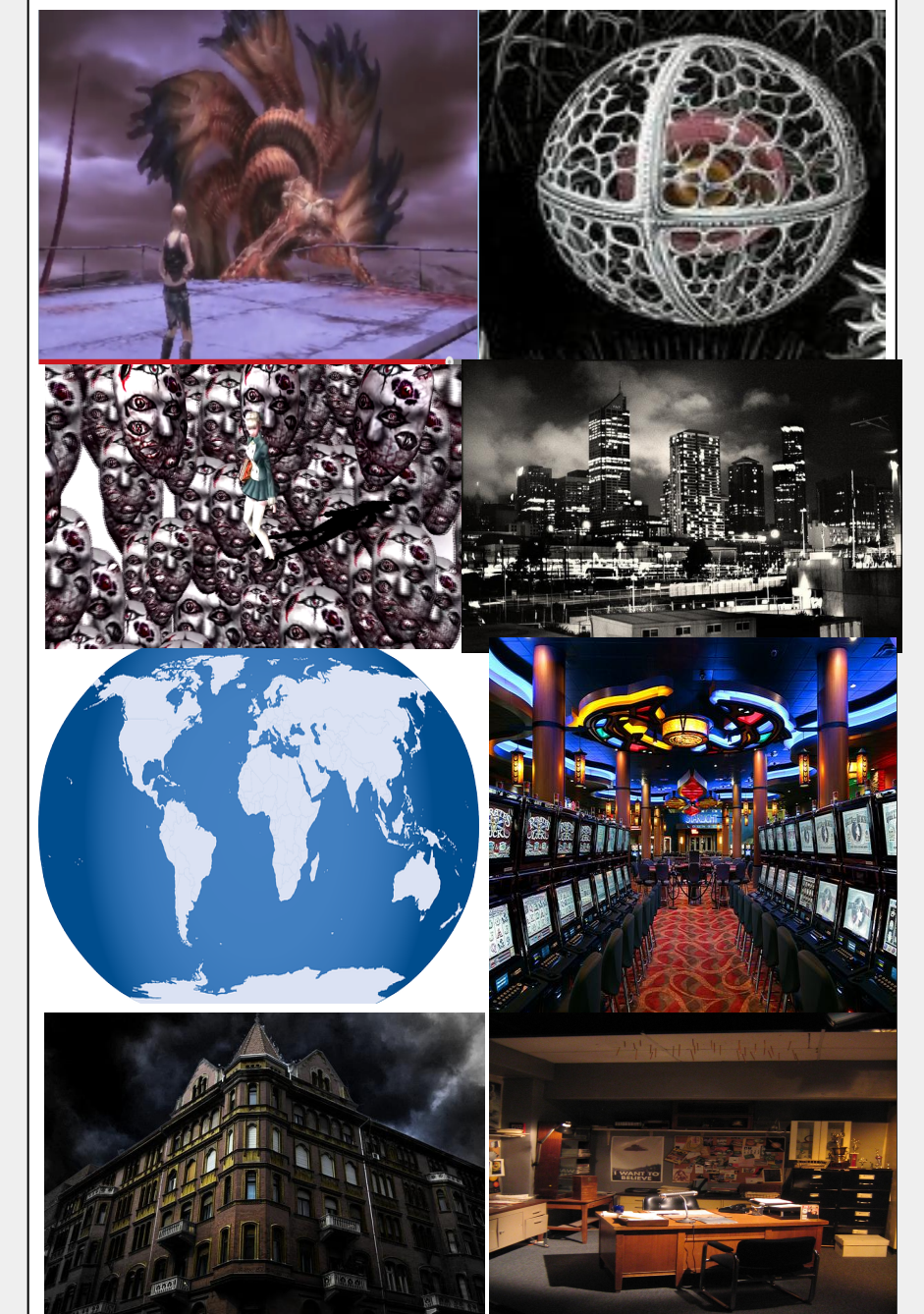


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"A hero ventures forth from the world of common day into a region of supernatural wonder: fabulous forces are there encountered and a decisive victory is won: The hero comes back from this mysterious adventure with the power to bestow boons on his fellow man."
 — Joseph Campbell, *The Hero With a Thousand Faces*

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