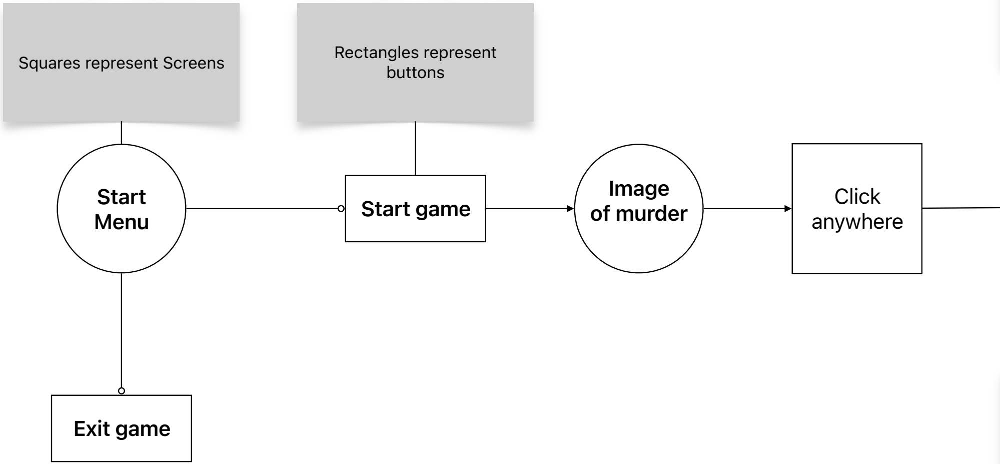
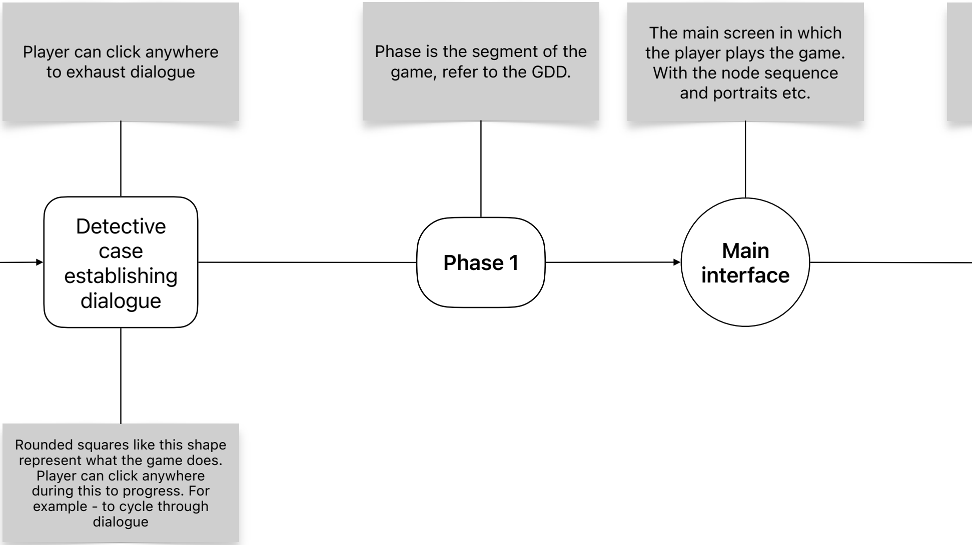
Game Flow


Squares represent Screens
Rectangles represent buttons
Start Menu
Start game
Image of murder
Click anywhere
Exit game

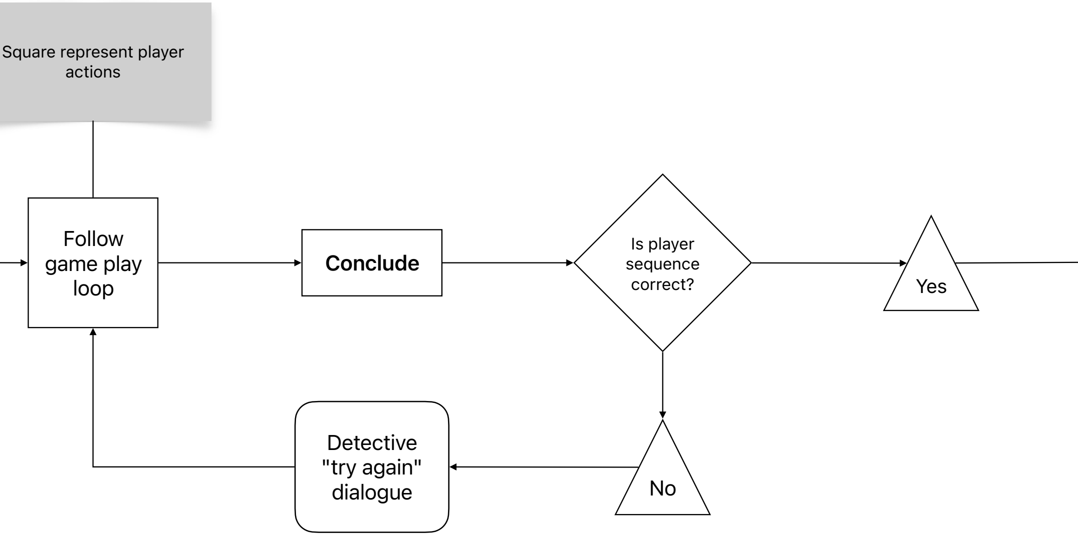

Detective case establishing dialogue
Phase 1
Main interface

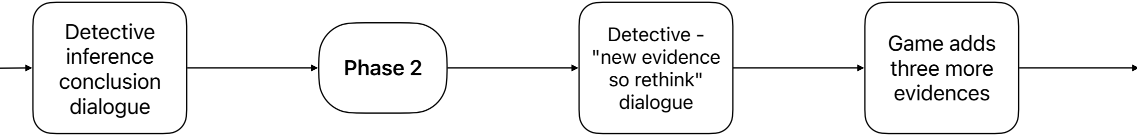
Player can click anywhere to exhaust dialogue

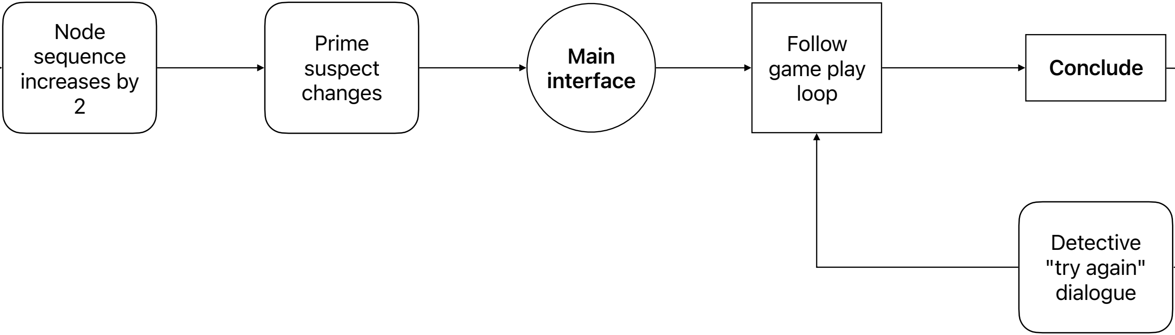
Phase is the segment of the game, refer to the GDD.

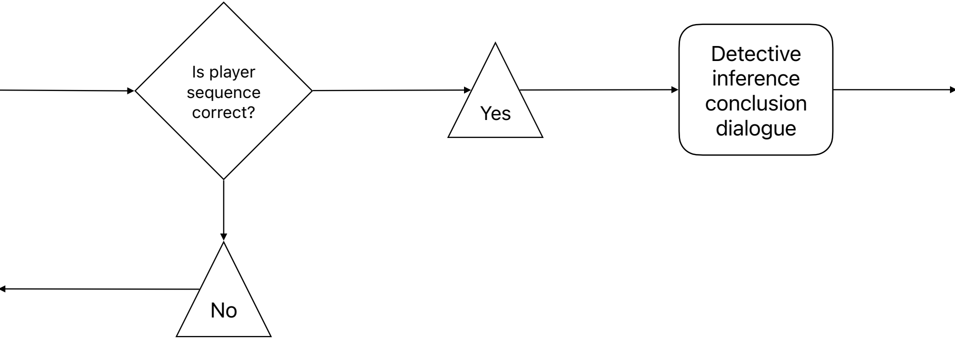
The main screen in which the player plays the game. With the node sequence and portraits etc.

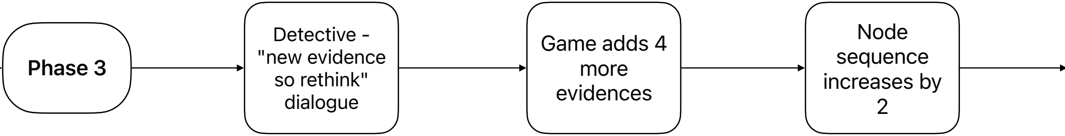
Rounded squares like this shape represent what the game does. Player can click anywhere during this to progress. For example - to cycle through dialogue

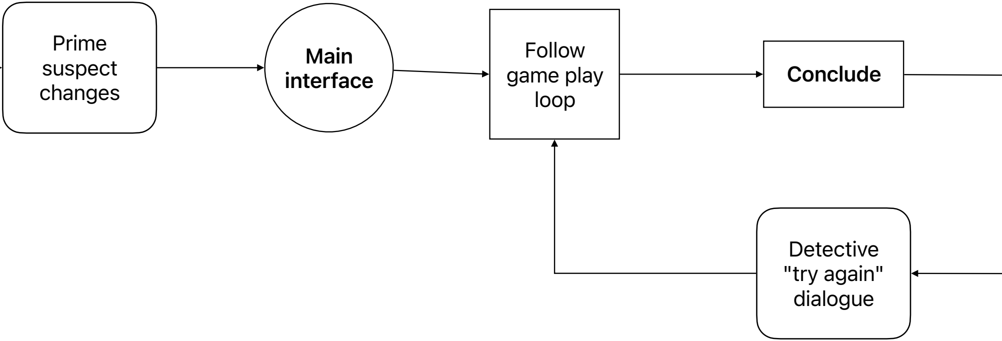

Square represent player actions
Follow game play loop
Conclude
Is player sequence correct?
Yes
No
Detective "try again" dialogue

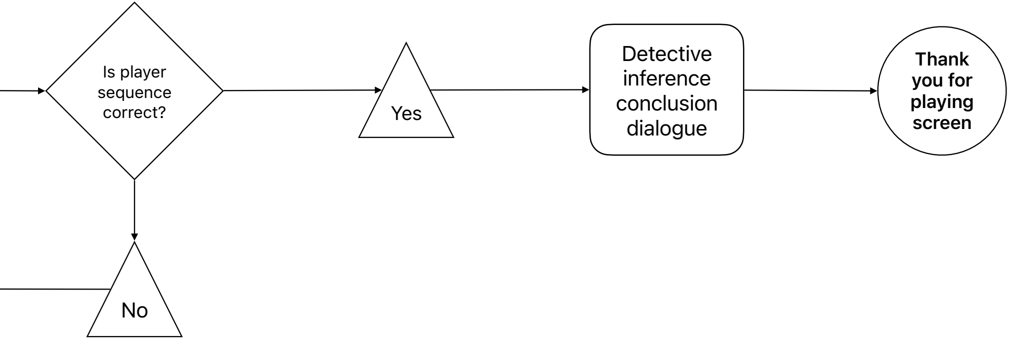

Detective inference conclusion dialogue
Phase 2
Detective - "new evidence so rethink" dialogue
Game adds three more evidences


Node sequence increases by 2
Prime suspect changes
Main interface
Follow game play loop
Conclude
Detective "try again" dialogue


Is player sequence correct?
Yes
Detective inference conclusion dialogue
No


Phase 3
Detective - "new evidence so rethink" dialogue
Game adds 4 more evidences
Node sequence increases by 2


Prime suspect changes
Main interface
Follow game play loop
Conclude
Detective "try again" dialogue


Is player sequence correct?
Yes
Detective inference conclusion dialogue
Thank you for playing screen
No