

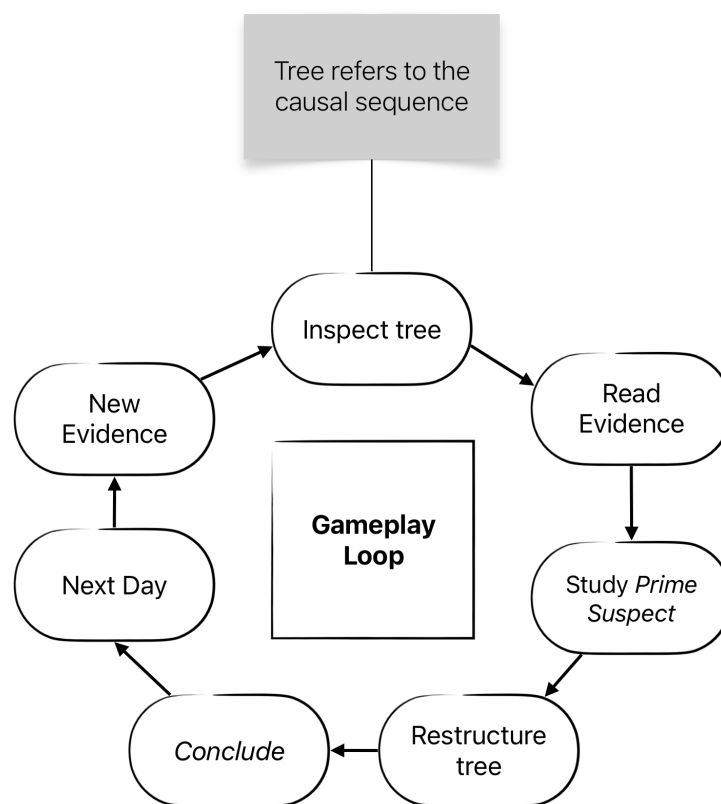
Re:Katal

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High Concept

You are a detective trying to sequentialise a series of events to ascertain the correct order of events that lead to the murder in question. This is a node-based puzzle game which demands the player to restructure the series of evidence whenever new information is revealed.

Core Loop



Theme and Mood

The game intends to put the player in a high-stakes situation to figure out a serious crime. The player needs to feel as though their agency in putting the sequences of events together is an important consideration. While playing the game the player needs to have an "Ahaa" moment where they need to completely reconsider their approach to the case.

Mechanics

Player Abilities

In the main interface of the game, the player sees a **9-node sequence** before them (in the centre of the screen). In the first phase of the game (phases are explained in later pages), the player only see 5 nodes with a few **evidences already placed in them**. On the left of the tree, the player can see **portraits of the possible suspects** (3) and **the victim**. On the bottom right of the screen, the player can see a portrait - of one of the possible suspects - of a current **Prime Suspect** (explained in later pages).

The player can;

- **Drag Evidence** in and out of Nodes
 - They can place ANY evidence on ANY node.
- **Click**
 - On *Evidence*.
 - This brings up a text box, explaining the Evidence.
 - On *Portraits*
 - Brings up a text box giving more context on the respective suspect's circumstances.
 - On the *Conclude* button.
 - This move the game to the *next day/phase*, during which NEW evidence is revealed that forces the player to re-think the sequence.

Game Objects and Interactions

1. 9-node sequence

This is the key feature in the game. This sequence **displays and checks** the causal sequence of *Evidences* for the player to eventually conclude the murderer's identity.

- It **stores the sequence** of *Evidences* visually and logically.
 - The player can drag and place evidences in any order in this node-sequence.
- For each *phase* in the game, the node sequence has **ONLY one correct order** to progress to the NEXT phase.
- The player can click on the Evidences in the node to bring a text box detailing the respective *Evidence*.
- If the first node is N(1i), the next node must be coded as 2N(2i) for instance.
 - This shows that the Evidence in the first node has *caused* the evidence in the second node.

- This is how the node-sequences checks if the player has correctly ordered their evidences.
- N is the respective node's number in the sequence and 1i, 2i, 3i... is the Evidence code.

2. Evidences

These objects are the primary pieces of the crime puzzle. They detail and give context to the player about the circumstances of the crime and suspects.

- **Click** on them to bring up a text box to get details.
 - The player gets a UI to see the art of the respective Evidence along with the text box.
- **Drag** them onto any node in the sequence.
- There are a total of 9 unique pieces of Evidences.

3. Portraits

These are small pictures showing the suspects and the victim of the crime. They are displayed on the left of the game screen.

- **Click** on them to bring up a text box to get character description AND **alibis**.
 - We could add another art panel here just for the presentation of the game.
- For the **Victim**
 - Clicking on this portrait opens up a text that reads out the initial report of the crime.
 - Such as time of death, cause etc.
 - The victim status and position is also described here.
 - His/her relationship with the suspects.

4. Prime Suspect

This is simply a box under the node sequence that show which suspect or portrait is the main suspect during a *phase*. The sole purpose of this box is to nudge the player into sequencing the evidence to explain the respective prime suspect's culpability.

- Box is **hard-coded to display** a portrait during a certain *phase*.
- **Cannot be interacted with.**

5. Conclude Button

This button says "conclude". It's positioned in the bottom right of the screen. Once the player is content with their sequence, they press this button to proceed to the next *phase*.

- **Click** on button to confirm **node sequence** and **proceed** to the next *phase*.

Win/Loss Conditions

- The player **wins a phase** when;

- They click the conclude button AND the node sequence has the CORRECT order of Evidences.
 - The player either moves to the next *phase* or completes the game.
- The player **loses a phase** when;
 - They click the conclude button AND the node sequence has the INCORRECT order of Evidences.
 - The player comes across a new screen with a dialogue text of the inner monologue of the detective (player character) repeating their sequence of Evidences. They suffix it by saying “that doesn't sound right, I should rethink my board.”

Game Flow

The game is split into 3 phases. During each phase EXCEPT the first, the node-sequence changes in size to incorporate New Evidence and force to player to re-structure their Evidences.

In phase 1;

- The node-sequence is 5 nodes long.
 - The sequence is incomplete.
 - There are maybe two or three Evidences already place in the sequence.
 - The rest are OUT of the sequence.
 - This phase serves as the tutorial of the game.
- The prime suspect box displays a portrait.
- The player is guided by dialogue to finish the sequence.
- If the sequence is CORRECT and the player presses the conclude button, the game progresses to the next phase.

In phase 2;

- The node-sequence increases to 7 nodes in length.
- Two NEW pieces of Evidence are added outside the sequence.
- The node sequence is entirely EMPTY.
- The Prime Suspect box displays a different portrait from the last one.
 - The player must re-structure the Evidences to explain how the new prime suspect is the culprit.
 - The player must do this without any dialogue hints and prompts. They are on their own now.
- If the sequence is CORRECT and the player presses the conclude button, the game progresses to the next phase.

In phase 3; (the last phase)

- The node-sequence increase to 9 nodes in length.

- This is the maximum size.
- Two NEW pieces of Evidence are added outside the sequence.
- The node sequence is entirely EMPTY.
- The Prime Suspect box displays a different portrait from the last one.
 - The player must re-structure the Evidences to explain how the new prime suspect is the culprit.
- If the sequence is CORRECT and the player presses the conclude button, the game ends;
 - The player see a final art panel of the detective's portrait (like dialogue in hades and persona 5).
 - The detective explains the final order of Evidences like a story.
 - The detective say "thank you for playing!"

Story