

Assumptions: That you would prefer to keep the plot basically as is. I have tried not to alter anything material that you have already invested a lot of effort in implementing. What few suggestions/comments I have made are highlighted.

Story:

You play as Nicolas. He is a writer that has come to the island group called Gibbet Falls to find some rest and work on his latest book. But things don't work out the way Nicolas has planned, the people in Gibbet Falls start to annoy as he can't seem to find a way to fit in. When a murder is committed, at a bar not too far from him, Nicolas tries to solve the case himself as he thinks it's the thing that will give him inspiration. During the investigation Nicolas finds himself more and more compassionate with the killer... The story takes place in one day and the morning after that day.

Blue print of puzzles:

First there are a few cutscenes to introduce the story.

When you start in your room you hear a scream coming from outside. You go outside to see what is happening. Samantha the waitress is there and there is a body on the ground. You walk to her and a dialog starts. After the dialog, Nicolas says he wants to mangel (**meddle?**) in the investigation and you can start to look for clues on the body. A hidden object puzzle starts.

I like this new covert involvement, instead of being enlisted by the police. It also characterizes the sloppy police work of GPPD because casual bystanders can get to the scene first.

After you finish, officer Brown enters the scene. He's is mad at your for searching the body and demands the evidence back. You are force to give it to him but manage to keep a mysterious puzzle box. You can then solve the slider puzzle to obtain a key.

So far so good, but I don't like the key (another key puzzle!). Maybe this can be a riddle that is actually the explosion spell that Nicholas needs later on.

When officer Brown has left, Nicolas goes into the bar to question Samantha some more. She is clearly against talking to you about the murder unless you have permission from the officer. You also can't go into the back of the bar.

Nicolas goes to the police station where officer Brown is. He won't let you have the evidence or gives you permission. So you have to distract him and take both. Yet to be determined how. **Maybe he's into cricket but his TV is broke.** Outside you see a satellite dish or antenna on the building and clicking on it reveals another hidden-object puzzle where you have to find the bugs (supposedly **chewing on the components**) or it's a **sort-the-compenents-into-the-proper-configuration puzzle**. Once you get inside you have to take the evidence out of the cabinet on the left. Then take the door on the right. When you are in the file room a hidden object puzzle starts. You get a permission paper. Then go back to your room. Use the key you got earlier on the door on the left. **(Why would the victim have a key to a door in the police station?)**. You find some writing inkt (**ink**) in the closet. Use the inkt on the paper to get a signed premission (**I've been fixing this along the way but remember it's spelled "permission"**) paper.

Go back to the bar. Show the paper to Samantha. She will let you into the back. She will also talk about what she had seen this morning and heard last night. Go into the back. You will find a letter from the murdered man written for someone named Morgan. Talk to Samantha about who this is.

She will tell you he is a wizard that lives on a small island just outside town. As you suspect him to be the murderer you want to go there to investigate.

Perhaps there could be more of a development of the relationship between Samantha and Nicholas. I think she would be impressed by his perseverance (the victim hung out in her bar: maybe they were close and she has a strong interest in having the case solved). Maybe this leads to something more -not outright romance, necessarily, but a bit of chemistry between Nicholas and Samantha? It would make the drama more compelling if relationships developed throughout the course of the game.

Go outside and walk to the right one screen next to the police station. Morgan's castle is not easy the reach as it's on a small island. Talk to the fisher man (fisherman) about borrowing his boat. He will only help you if you clean up his hut. Get a broom in the closet at the back of bar. When you've cleaned his hut you can sail to the island.

This feels like an "added-on puzzle", since a clean hut isn't really necessary for passage on the boat. A better puzzle would be the boat is broken or ill-equipped, and the fisherman needs a list of components to make his boat seaworthy (ex: life jacket, oar, flotation ring, radio, gas tank, bailing bucket, flare gun, coastal map, first aid kit, captain's hat). If the fisherman gripes about officer Brown not having anything better to do than enforce these obscure regulations it will further develop both characters.

You can knock on Morgan's front door and he will open. In a dialog you will confront him about the murder. Also tell him that you rather be his apprentice than have (put him?) in jail. Morgan agrees and gives you a task to find 6 diamonds in his bedroom. After you finish you have to clean up his office. This is a hidden object game. He gives you one more task. To fetch something out of the basement. However when you go inside the basement Morgan will trap you.

I like all of this. Cleaning is more of an apprentice kind of thing anyway.

To escape you need to collect 2 ingredients for an explosion spell. One is on the top shelf. You have to pick up the ladder and place it near the shelf and climb up there. The second is in a chest. You have to open the chest by doing another slider puzzle. Use the two ingredients (ingredients) on each other to make the spell then use the spell on the barred window. Nicolas will escape.

This will fit in well with the plot so long as it's clear why Nicholas knows how to do this. Is there a book that he learns the spells from? Above I suggested using the puzzle box for providing a clue.

There is another cutscene showing the man in blue robes looking at the castle then walking away. Next morning you are in your room again. Samantha comes in and tells you that Morgan has been murdered. (How does she know?) You tell her that you will get your stuff in the closet. When you open the closet there is a blue roped covered in blood. Officer brown comes in and arrests you. Another cutscene reveals how Nicolas was the killer all along.

Is it that Morgan's body has been discovered and his robes are found in Nicholas' closet? Or that the whole body is in the closet? If it's the latter, how does anyone know he's been murdered? Definitely something to address for the sake of consistency.

Characters:

Nicolas

The main character. He is a writer of detective/novels. His age is around mid 30s. He has long brown hair that reaches to his shoulders. Throughout the story Nicolas wears a brown jacket and black trousers. Nicolas had a trouble youth which is a great inspiration for his books but also causes him to be quite distant towards people.

Samantha

Supporting character. She is a waitress at the local bar where the murder took place. She in her early 30s. She has blond hair to her shoulders. She wears old but comfortable clothes.. In this story she has a pastel coloured outfit.. Samantha offers to help on the case. She is an excellent resource if it comes to questions that aren't by the book.

Officer Brown

He is the lead of the small corps of police men in Gibbetfalls. He is the person that allows you to help on the investigation. He is always present at his office located in town. You can visit him for advice and questions about the case. Officer Brown always wears a dark blue police outfit. In this story he is never seen wearing casual clothes. Officer Brown is in his 50s and a typical old police rod.

I assume the “allow” stuff is obsolete now.

The Wizard Morgan

He is a mysterious man that lives alone in a tower, on an island that can only be reached by boat. Morgan wears light blue wizard robes. He has a white beard reaching to around his middle. No one is sure what Morgan is up to. It is rumored that he practices dark magic but no evidence was ever found. Morgan is obviously of high age but it's still a mystery how high.

Overall Assessment: I think the plot is basically sound and in need of only a few amendments. I would argue strongly in favour of developing Nicholas' character and his relationship with other characters so that the “big reveal” at the end (that he is in fact the murderer) is all the more shocking/surprising.