

1. A Fine Time for Murder: Chapter One Outline (Audrey Playthrough)

1.1 Flow Chart Diagram



1.2 Story Steps

The following steps make up the story paths as diagrammed above (chart 1.1).

1.2.1 Begin new story

Player interacts with the main menu ticket machine, selecting the option to begin a new story.

1.2.2 Select character: Audrey

Player selects which character to experience the game as by choosing the character on the platform. For this outline, the player chose to play as Audrey.

1.2.3 Enter chapter one

Player leaves the platform menu as Audrey. Open gameplay begins.

1.2.4 Player choice: get assistance

Player has the choice between getting assistance from Dixon King or not.

1.2.5 Enter train

Player boards the train.

1.2.6 Player location choice

Player can open the location select screen at any point during the chapter and choose to walk to a new location. Each location offers different player choices, search for information areas, and dialogue interactions.

1.2.8 Player choice: catch Drake snooping

Player has the choice between confronting Drake, alerting Carmen, alerting Marconi, or ignoring the encounter.

1.2.7 Player choice: sit by Walter

Player has the choice between attempting to sit beside Walter or not.

1.2.9 Player choice: Dixon relationship

Player has the choice between being friendly with Dixon or warning him to not let the others know they know each other. If player is friendly with Dixon, a passing character will become suspicious, and Audrey's trustworthy meter drops.

1.2.10 Explore Marconi's room

Player sneaks into Marconi's room.

1.2.11 Search for information

Player explores the room, searching for information.

1.2.12 Player choice: glass of water

Player has the choice to interact with Marconi's glass of water and add a pill to the glass or not.

1.2.13 Short cutscene: did not add pill

A short cutscene will play depending on what the player chose to do regarding Marconi's glass. If the player did not add the pill to the water, the cutscene will show a zoom in on the glass of water and the player will see Audrey walk out of the room through the glass.

1.2.14 Short cutscene: did add pill

A short cutscene will play depending on what the player chose to do regarding Marconi's glass. If the player did add the pill to the water, the cutscene will show a zoom in on the glass of water with the pill dissolving and the player will see Audrey walk out of the room through the fizzing glass.

1.2.15 Location change: any location but private rooms car

Audrey mentions needing to leave the area before someone sees her. If player stays in area for too long, another character could arrive, decreasing Audrey's trustworthy meter. Player can go to any other location.

1.2.17 Chapter flag alert

Once the player has changed locations and interacted with at least one other character, Audrey's phone will sound a new message alert.

1.2.18 Player choice: end of chapter queue

Player can choose to view the message immediately, which will queue the end of chapter events.

1.2.19 Player choice: final exploration

Player can choose to ignore the message until satisfied with exploration efforts, then open the message, which will queue the end of chapter events.

1.2.20 End of chapter flag

Player opens a response message from Marconi, agreeing to meet to talk. Player will see that she messaged him at some earlier point asking to meet. The player can check information collected within the "notepad" of the character's phone.

1.2.21 Go to Marconi's room

Player will go to Marconi's room to meet him.

1.2.22 Short cutscene: end of chapter

A short cutscene will play showing Audrey knocking on Marconi's door and the door creeping open. Audrey will lean her head inside and call out for Marconi, and then let out a scream as she finds his body in the room.

1.2.23 Chapter one complete screen with choice analysis and statistics

Game screen shows the player's time spent as Audrey, calculates trustworthy level, and analyses choices made compared to percent of players that made similar or different choices.

1.3 Design Notes

Each story in *A Fine Time for Murder* should present unique threats that reflect the character chosen, their history, and evidence against them. For instance, playing as Walter could feature low trustworthy scale from the start, less character interactions, and fewer dialogue options, while playing as Margo may feature limits to location exploration, lack of a phone for notepad, and confrontational interactions with Frank.

Exploring each location, interacting with all other characters, and collecting all evidence in a chapter is not required to flag end of chapter.