

CRIMSON CARDINAL



POINT-AND-CLICK ADVENTURE GAME IN A FILM NOIR SETTING WITH STRONG COMIC BOOK INFLUENCES

STORY INTRODUCTION

THE PLAYER WILL FOLLOW THE STORY OF LEO, A TRAUMATIZED EX-DETECTIVE FROM THE CRIMSON LAKE POLICE FORCE. WHILE DEALING WITH HIS TRAUMA, CAUSED BY THE LAST CASE HE INVESTIGATED, LEO IS ENGULFED BY THE MOST MYSTERIOUS MURDER CASE EVER ENCOUNTERED BY THE CRIMSON LAKE POLICE. LEO CARDINAL IS THE ONLY PERSON CAPABLE OF SOLVING THE CASE. THAT IS, UNLESS THE EVENTS OF THE PAST HAVE TAKEN A TOO GREAT TOLL ON HIS FORMERLY GREAT DETECTIVE SKILLS...

GAME MECHANICS

OLD-SCHOOL STYLE POINT-AND-CLICK ADVENTURE GAME. THE PLAYER PROGRESSES BY GATHERING AND USING ITEMS AND INFORMATION TO SOLVE PUZZLES. AS LEO YOU WILL CONSTANTLY BE ACQUIRING MORE EVIDENCE AND ACCESS TO NEW GAME AREAS, ALL TO GET CLOSER TO SOLVING THE MYSTERIES OF THE MURDER AND THE SECRETS OF LEO'S PAST.

TARGET AUDIENCE

WE FOCUS FIRST ON THE ALREADY EXISTING FANBASE OF ADVENTURE GAMES, THE PEOPLE WHO HAVE PLAYED AND LOVED THE OLD LUCAS ART GAMES. THIS AUDIENCE IS USED TO CHALLENGING PUZZLES AND LONGS FOR MORE ADVENTURE GAME GOODNESS ON THEIR HANDS.

WE STILL WANT THE GAME TO BE EASILY APPROACHABLE TO THE PEOPLE NOT FAMILIAR WITH ADVENTURE GAMES. FOR THOSE NEWCOMERS WE OFFER A DETECTIVE SKILL FUNCTION TO GAIN TIPS ON SOLVING THE PUZZLES AND LETTING THEIR FOCUS BE MORE ON THE INTRIGUING STORY.

PLATFORM

WE ARE MAKING THE GAME FOR PC FIRST, BECAUSE OF IT BEING THE STANDARD PLATFORM FOR ADVENTURE GAMES. LATER WE WILL ALSO RELEASE THE GAME ON TABLET. THIS WILL GIVE MORE OPPORTUNITY FOR NEW PEOPLE TO DISCOVER THE GAME. WE ARE ALREADY TAKING THE TABLET PLATFORM INTO ACCOUNT AS WE DESIGN THE GAME'S MECHANICS AND USER INTERFACE.

ART STYLE

THE GAME GRAPHICS ARE DONE IN GRAYSCALE WITH ONE ACCENT COLOUR: RED. WE USE A FILM NOIR STYLE WITH COMIC BOOK INFLUENCES, GIVING THE GAME A FEELING AS IT WOULD HAPPEN ON THE PAGES OF AN OLD FILM NOIR COMIC. THE FILM NOIR STYLE SUPPORTS THE DARK STORY AND THE COMIC BOOK STYLE GIVES THE GAME DISTINCT AND INTERESTING VISUAL LOOK.

MARKETING

OUR MARKETING IS FOCUSED ON DEVELOPING A DEDICATED FANBASE. ON OUR FANPAGE WE ARE ALREADY RELEASING ONE COMIC PER WEEK. THE COMICS TELL STORIES ABOUT THE GAME, ITS DEVELOPMENT, THE TEAM AND RELATED IMPORTANT EVENTS. BESIDES INTRODUCING OUR GAME TO THE PUBLIC, THE COMICS ARE AN EASY AND FUN WAY FOR THE FANS TO KEEP TRACK OF CRIMSON CARDINAL.



CRIMSONCARDINALGAME