

# MASTER INVESTIGATOR BAKER

GAME DESIGN OVERVIEW PITCH DOCUMENT

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## High Concept

A world renowned private investigator travels the 1960s world to investigate a major crime spree funded by a multi-billionaire businessman.

## Genre

Action Adventure

## Audience

Teenagers and Adolescents (14+ years of age)

## Platform

Xbox One

## Unique Selling Points

- Unusual uses of everyday objects such as walking sticks or false teeth as weapons and equipment.
- Soundtrack composed by John Williams (Composed the soundtrack for Star Wars)
- Villain is a parody of a high-profile politician in the US.
- Hero is a very inspirational and relatable character.
- Art style inspired by modern-day cartoons.
- Collectable items hidden throughout the game that tells comical parody stories. Some of which poke fun out of modern politics.
- Mockery of product placement. Showing imagery mocking well-known brands in the game's cutscenes.
- Featuring the voice talent of 'The Hobbit's Martin Freeman as Jake Baker.

## Walkthrough

I run through a crowded street in a major city, either asking members of the public for clues [learning about the objective] while fighting off thugs and criminals. [combat] I'll overcome a challenging situation by using something in my pocket! I could use my staple gun to take out a thug from a distance [ranged combat] or use my dental floss and coat hanger to get myself across rooftops or lakes. [ziplining]

If I find a major suspect, either through information provided by the public or by beating them in combat, I'll question them to find out where I need to go next. [interrogation]

## Objectives

### Long-Term

- Hunt down the criminal mastermind, Marian Fussolini, and bring him to justice!

### Medium-Term

- Find out where Marian Fussolini is hiding.
- Defeat the Crime Empire's Agents

### Short-Term

- Find out who is responsible for the increased crime rate in the streets of London.

## Game Overview

### Gameplay

This action-adventure title makes use of a variety of different actions for the player to progress.

There's the Investigation element in which the player must explore the location and speak with NPCs to learn about the exact location of a person or place before they are indicated towards the objective.

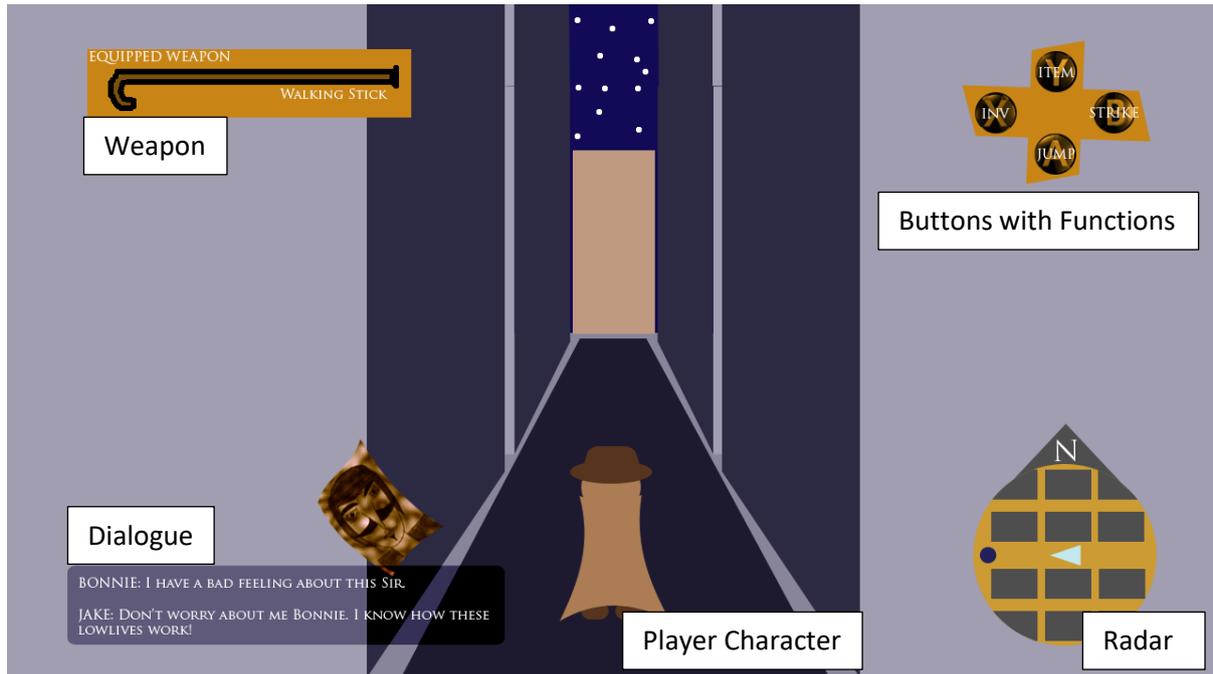
Some characters will be questioned using the Interrogation element in which the player must guess the correct questions to ask the character. Should they get it wrong four times, they'll have to restart the questioning sequence from the beginning.

Using household or office items, the player can do various things with their ordinary goodies.

### Plot

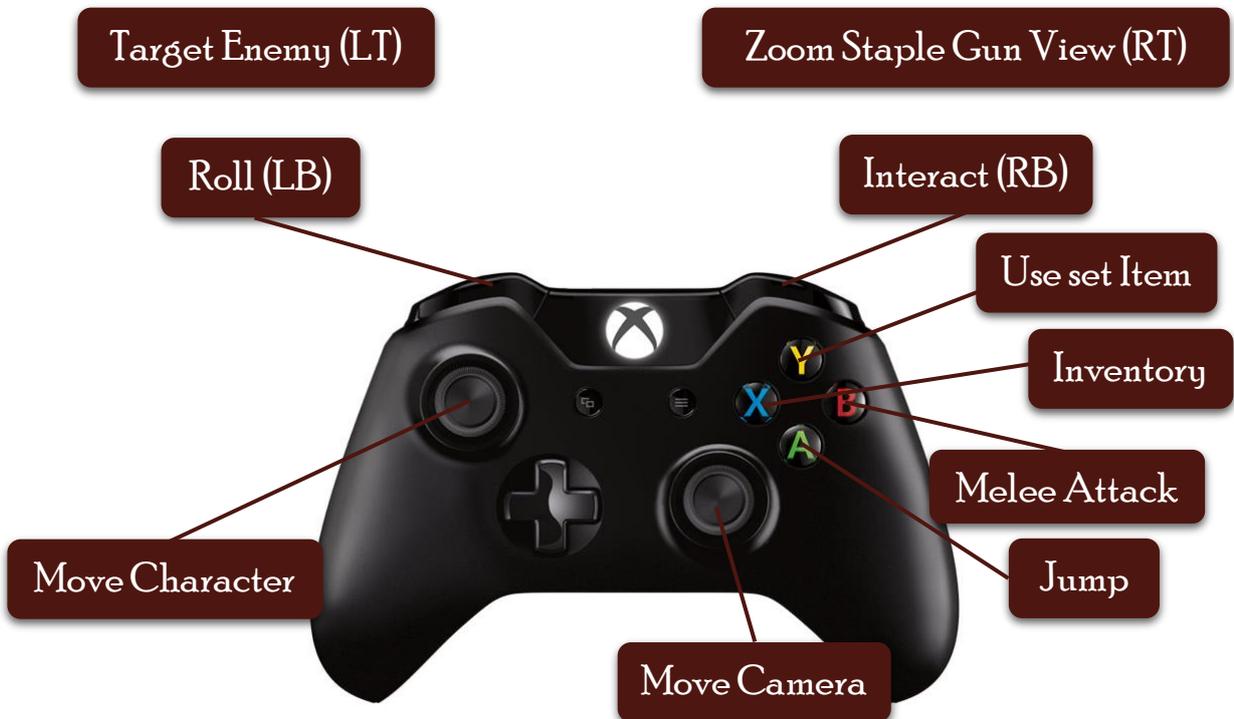
In 1966, the Master Private Investigator, Jake Baker, learns of a mysterious criminal organisation owned by the business tycoon, Marian Fussolini. Baker must traverse London, New York City and Northern Italy to get to the source of the organisation and arrest Mr. Fussolini.

## Screen Layout



*Image created by myself (Stephen Mark Smith)*

## Controls



## Gameplay Mechanisms

### Non-Player-Character Interaction:

**Investigation** – The player must speak with non-player-characters to discover the location of a person or building of interest to the game's story. An NPC will provide the player with a line of dialogue explaining what they know about the object of interest. Depending on which NPC, the player spoke to, the Radar on the lower right of the screen will respond by gaining a yellow highlight. As the player receives more specific information, the highlighted area will get smaller until it eventually becomes a small circle, revealing the precise location of the object of interest.

**Interrogation/Questioning** – Taking inspiration from 'L.A. Noire' and 'Phoenix Wright: Ace Attorney', the player will enter a system where they are questioning villains regarding a point of interest. The player will be shown a selection of dialogue lines that they think should be said by Jake Baker. The player will know if they've selected the correct dialogue line if the character provides further information in response. They will know if they've chosen the incorrect option if the character insults or punches Baker and refuses to give further information. The player has four chances to select the correct set of questions throughout the questioning process. Should they lose their chances, the character will get away from Jake Baker, leaving him clueless. The player must repeat the questioning process from the beginning.

### Combat:

**Melee Combat** – Inspired by the melee combat in 'The Legend of Zelda: Ocarina of Time', the player can hold the left trigger to target a single enemy for them to focus on. Using the B button alone will do a vertical strike. If the player is targeting an enemy using LT a prodding attack will be performed. Pressing the B button while moving sideways will do a horizontal strike. If Jake Baker is mid-air, pressing B will do a jump attack. Holding B and releasing it, Baker will perform a combo attack followed by a spinning attack.

**Ranged Combat** – Using the Staple Gun item, the player will use a first-person view to aim at a target. To fire the Staple Gun, the player must press the Y button if the Staple Gun is equipped. If the player is targeting an enemy using the Left Trigger, the camera views Jake Baker pointing the Staple Gun in the direction of the enemy. Once the player gets the Magnifying Glass attachment, the Right Trigger can be held to zoom in the first-person view. The Magnifying Glass attachment increases the range of LT-Targeting in combat. The player has the option whether to use the Magnifying Glass but it is recommended that the player uses it once it's been retrieved.

### Movement:

**Zip Lining** – Using the Coat Hanger and Dental Floss items, the player can create a line that allows Jake Baker to cross over a gap, preventing him from falling from a high height. Jake Baker will fly across the gap at high speed. Examples of situations where the Coat Hanger and Dental Floss will be needed includes jumping between rooftops, over rivers and quickly leaving a building from higher floors. This mechanic can be used in combat against slower enemies, leaving them confused and vulnerable.

## Plot

In the later days of 1966, Jake Baker, a famous independent private investigator from London and his apprentice, Bonnie Deseree are tasked to investigate the rising crime rate in London. During the initial investigation, Jake Baker fights an agent in a crimson suit who leaves behind a note from his employer, Marian Fussolini, a business tycoon in New York City.

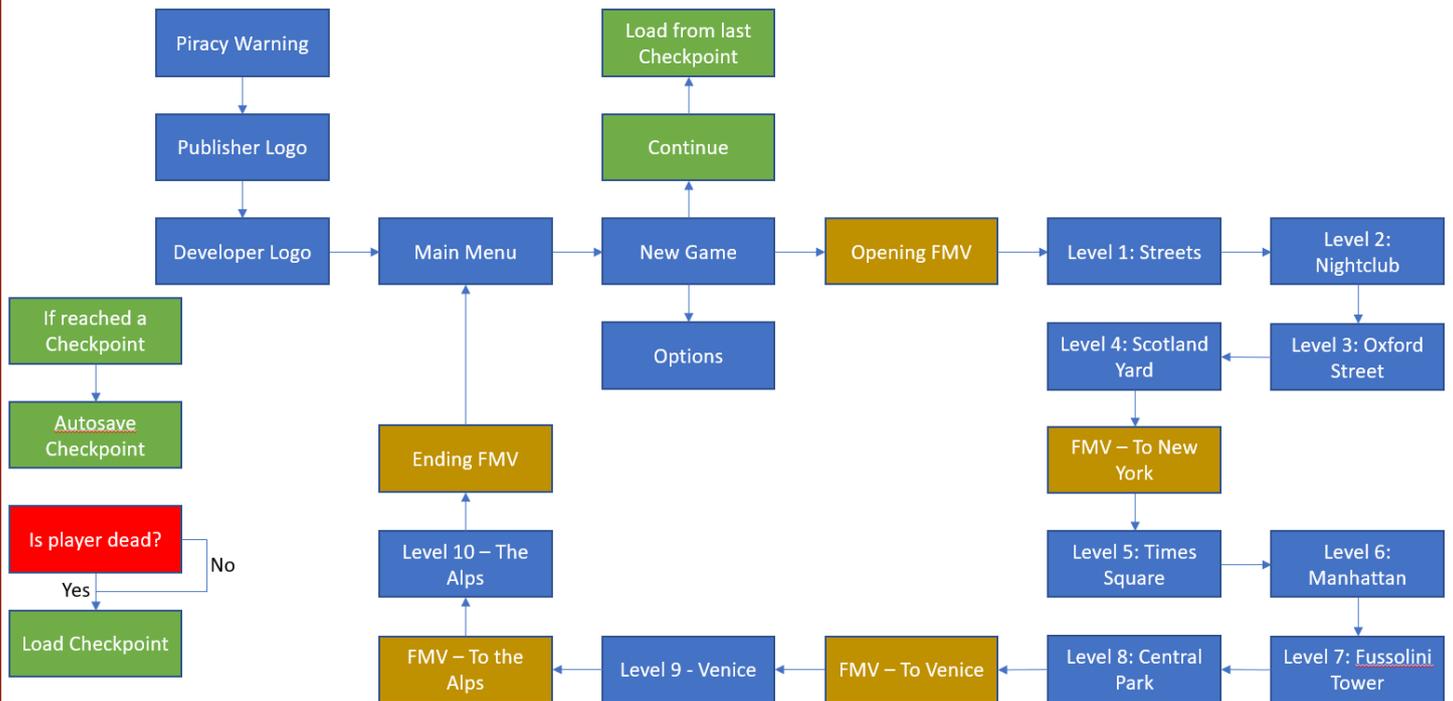
Baker and Deseree make haste to New York City where they find Marian Fussolini in his office in Fussolini Tower in Manhattan. Baker learns the truth behind the rising levels of crime. Fussolini owns an organisation known as the Crime Empire has been his way of eliminating business rivals in the shadows. Baker attempts to arrest Fussolini but he resists arrest, calls security and flees from the skyscraper. Baker fights his way out of the skyscraper and through Central Park to learn that Fussolini has fled to his private estate in Venice.

Baker and Deseree travel to Venice where they stumble into Fussolini's estate. Unfortunately, Fussolini is nowhere to be seen. Instead, two men in silver and gold suits are in the building. The man in the gold suit captures Bonnie Deseree and flees with her as a hostage while Baker fights the man in the silver suit. Upon winning the fight, Baker learns that Deseree is in the Crime Empire's HQ in the Alps.

Baker heads for the Alps where he fights tough thugs. He eventually reaches Agent Gold and defeats him. Unfortunately, Deseree is with Fussolini, who Baker proceeds the fight.

After an epic battle against Fussolini, Baker wins, frees Deseree and the Police raids the Crime Empire HQ to Fussolini. Jake and Bonnie return to their office in London where they reflect on their experiences. The game ends with Baker taking phone call from the Prime Minister and leaves the office to take on a new case.

# Gameflow



## Levels

### 1: Streets (London)

MISSION: Jake's mission is to find a man named Arnold Jenkins in Covent Garden. The Tubes are on strike so Baker must traverse past the Houses of Parliament, fight some thugs waiting for him in Trafalgar Square and cut through Leicester Square.

LEVEL DETAILS: The player will learn how to play the game. In order, they are introduced to movement, combat, the inventory and using items.

ITEMS RETRIEVED: Walking Stick (Weapon) & Staple Gun (Item)

### 2: Nightclub (London)

MISSION: Arnold Jenkins told Baker that there had been some shady characters entering and leaving the Swingers Nightclub. Baker decides to enter the club to investigate. Inside the club, Baker is attacked by groups of thugs. Things start getting hairy when a thug leader known as Ronald Antoine enters the dancefloor.

LEVEL DETAILS: The player will encounter a boss at the end of the level which will require using the Staple Gun. After defeating the boss, the player is introduced to the interrogation system.

### 3: Oxford Street (London)

MISSION: Ronald Antoine tells Baker that there's a group recruiting people in Oxford Street. Ronald was recruited into the group by Judy Marsh. Baker decides to get his assistant Bonnie to retrieve any info she has on Marsh and heads to Oxford Street. Baker must question members of the public on the whereabouts of Marsh.

LEVEL DETAILS: The player will have to do some investigation work by speaking to members of the public. This is to get clues on where Baker will be able to find Judy Marsh. Once the player has found out all the information, a marker will appear on the mini-map that they can follow to progress through the level. The level ends with an interrogation sequence against Judy Marsh.

### 4: Scotland Yard (London)

MISSION: Judy Marsh is arrested by the Metropolitan Police and taken into custody in Scotland Yard. Baker, who has good relations with the Met, heads to the police headquarters to inform the Chief Inspector about his findings. As he arrives at the Chief Inspector's office, a large group of thugs break into Scotland Yard and start causing havoc. Baker must help to defend Scotland Yard.

LEVEL DETAILS: The player will engage in close quarters fights in the offices of Scotland Yard. Baker will find a Coat Hanger and some Dental Floss, meaning the player will be introduced to ziplining. The level will end with a boss fight against Agent Crimson in which requires ziplining to have the advantage in the fight. After defeating Agent Crimson, the player will have to interrogate him.

ITEMS RETRIEVED: Coat Hanger & Dental Floss

### 5: Times Square (New York)

MISSION: After Agent Crimson's suicide, Baker learns that there is a connection between the thugs and a man named Marian Fussolini. Baker also learns that Fussolini has an office in New York City but the exact location is unknown. Baker and his assistant, Bonnie Deseree, fly to New York and begin their investigation by asking members of the public in Times Square.

LEVEL DETAILS: The player will be asking members of the public regarding the location of Fussolini's office. Thugs will be attacking the player as well. As it is raining in Times Square, Baker will be carrying his umbrella to protect himself from the rain and from thugs.

ITEMS RETRIEVED: Umbrella (Weapon)

### 6: Manhattan (New York)

MISSION: Immediately after leaving Times Square, Baker and Deseree enter Manhattan as their investigations have taken them that way. More investigations will take place until Baker successfully finds Fussolini Tower. This leads to Baker meeting Fussolini for the first time.

LEVEL DETAILS: After finding out the location of Fussolini Tower from the public, the player will question Marian Fussolini regarding the evidence he found on Agent Crimson in London.

### 7: Fussolini Tower (New York)

MISSION: Upon learning of the death of Agent Crimson, Marian Fussolini calls in security to kick Baker out of the building. Baker resists security and chases Fussolini, only for the businessman to escape in his helicopter. Baker must escape from the skyscraper if he is to chase Fussolini.

LEVEL DETAILS: The player must escape from Fussolini Tower. They will be fighting through a lot of security guards and thugs along the way. Half way through the level, the player obtains the Magnifying Glass, an attachment to the Staple Gun that allows longer range attacks.

ITEMS RETRIEVED: Magnifying Glass (Staple Gun Attachment)

### 8: Central Park (New York)

MISSION: Baker has escaped from Fussolini Tower but he can't rest easy yet as he's still being chased by Fussolini's security team. Baker has the cunning plan to cut through Central Park to get himself out of this situation. Baker will be confronted by Agent Aqua just as he manages to flee from the Tower security.

LEVEL DETAILS: Follow-on from Fussolini Tower's escaping tone. Agent Aqua boss fight will require the player to use the Magnifying Glass retrieved from the previous level to get her out of the trees and onto the ground. After defeating the Agent, Baker will interrogate her regarding Fussolini's whereabouts.

## 9: Venice

MISSION: Agent Aqua had revealed to Baker that Fussolini had fled to his estate in Venice. In response to this, Baker and Deseree make haste to Venice. Baker must ask members of the public regarding the location of Fussolini's Estate. Once Baker reaches the Estate, he finds a new weapon and a pack of darts. In the study, Baker doesn't find Fussolini, but instead, Agents Silver and Gold. Gold takes Deseree and leaves the building. Silver charges into a fight.

LEVEL DETAILS: The player will be asking members of the public regarding the location of Fussolini's Estate. Search the Estate and engage in a fight with Agent Silver. The player must use the newly acquired Darts to gain an advantage against the Agent. Upon defeating the Agent, Baker proceeds to interrogate.

ITEMS RETRIEVED: Pool Cue (Weapon) & Darts

## 10: The Alps

MISSION: Agent Silver informs Baker that Agent Gold had taken Deseree to the Crime Empire's fortress, hidden in the Alps in northern Italy. Baker travels to the hidden base, fights through tough thugs and eventually Agent Gold. Before Gold can be questioned, he drinks poison and dies. Baker finds a key into the keep, where Fussolini is hiding. Baker finds Fussolini, confronts him, defeats him, arrests him and saves Bonnie Deseree.

LEVEL DETAILS: This level has two boss encounters. The first being Agent Gold which requires use of the Staple Gun (with the Magnifying Glass), Coat Hanger and Dental Floss and the Darts. The second boss is Marian Fussolini himself who lures Baker into various locations where groups of thugs are ready to attack.

## Meet the Cast!

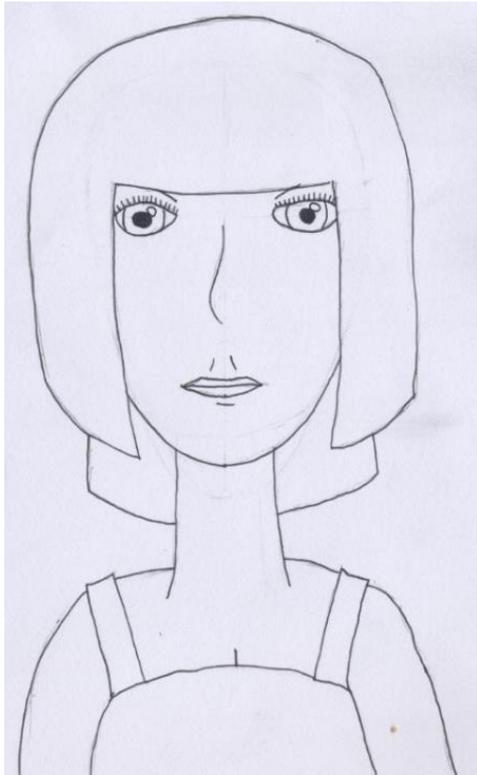


*Image created by myself (Stephen Mark Smith)*

### **Jake Baker: The Master Private Investigator**

Age: 41

The Legendary Jake Baker is an internationally recognised Detective who has worked alongside top police forces to track down and arrest the toughest of criminals. Due to his successful career, he runs an independent agency in London, England. Baker employs an apprentice to accompany him in his cases with the intention of passing his knowledge on and pass it down through generations to come. Ever since opening his Agency in 1958, he has employed three apprentices, two who died during a case.



*Image created by myself (Stephen Mark Smith)*

**Bonnie Deseree: Baker's Apprentice**

Age: 23

Deseree is Baker's current apprentice. Following achieving a 1<sup>st</sup> Class Degree in Law, she joined Baker's Detective Agency with the hope of taking what she learned to the next level.



*Image created by myself (Stephen Mark Smith)*

**Marian Fussolini: The Mastermind**

Age: 54

Fussolini is a high-profile businessperson from Rome, Italy that runs a multi-million dollar business empire, which has grown at an alarmingly rapid pace, and Fussolini's rivals have either failed or joined his business empire. A deep secret within that business empire is a very low profile but powerful criminal organisation who have committed many crimes worldwide and have gotten away with said crimes. World Governments are completely unaware that Fussolini is behind these crimes yet they question how his unrivalled business empire has been as successful as it has been.

**The Henchmen**

Fussolini has employed a few commanding officers for his crime empire. Each one dubbed as an agent.

Agent Crimson:

Leader of the Crime Empire's operations in London, England. Turns out he was the very person

that met with Baker in Covent Garden, Arnold Jenkins. It's eventually learned that Crimson's mission was to get Jake Baker to investigate a case leading to the arrest of a business rival of Fussolini in London. While Crimson has a knack for deceit and trickery, he's not overly great at fighting. He fights very slowly, putting him at a disadvantage against anything he moves swiftly.

Agent Aqua:

As the Head of Operations in New York City, Agent Aqua has responsibility of overseeing the security team in Fussolini Tower as well as the Crime Empire's activities in the New York area. She's very agile and is more than capable of taking someone out before they even knew she was there. Furthermore, she has the NYPD in her pocket. If she needs to use any of their equipment, they'll let her use it.

Agent Silver:

The big and brawny Agent Silver is the Head of Operations in Northern Italy. His might and huge amount of muscle makes him a very deadly opponent. It's a known fact that he's not overly good at playing Darts so he hates the sight of a dart or a dartboard.

Agent Gold:

Marian Fussolini's handpicked Head of International Operations. Agent Gold's duties include overseeing the Agents of the Crime Empire around the world as well as being a personal bodyguard for Marian Fussolini. He's a very deadly foe as he's strong, agile and charismatic. Countering those traits can be tough but it's possible.

## Comparative Games

### L.A. Noire (Team Bond, 2011) & Phoenix Wright: Ace Attorney

In 'Master Detective Baker' there's a strong emphasis on the investigation being carried out by Jake Baker. Just like in L.A. Noire, there will be an interrogation system which will happen whenever Baker successfully arrests one of the major henchmen. However, the interrogation system will behave slightly differently to L.A. Noire's system.

To expand on the L.A. Noire-styled interrogation system, the player must guess the correct dialogue to use while questioning their suspects. The player is given four chances throughout the entire process, similar to how court cases work in Phoenix Wright. If they get the dialogue choices incorrect four times, the player will fail to get the information they needed and will have to restart the process from the beginning.

### The Operative: No One Lives Forever

'Master Investigator Baker' uses a similar atmosphere and humorous tone to that of 'The Operative: No One Lives Forever'. The music and architecture will play a huge part in giving off the cinematic 1960s 'spy flick' atmosphere that was captured in 'No One Lives Forever' as well as the atmosphere to be used in 'Master Detective Baker'. This will be expressed through humorous writing in the main and additional stories.

### Legend of Zelda: Ocarina of Time

The combat and inventory featured in 'Master Investigator Baker' will behave in a similar fashion to that of Legend of Zelda: Ocarina of Time. Rather than equipping three items to specific buttons from the inventory, the player must choose one item from the inventory to use. The item's icon then appears over the Y button on the HUD.

Combat gameplay mechanisms will include the same 'L-Targeting' system that was a prominent feature in Ocarina of Time where the player holds the Left Trigger to have the camera targeting a nearby enemy that is highlighted on the screen. This will put Jake Baker's focus on that specific enemy.

## Technical Details

Following the success of our first title 'Zyburnetique' we're going to use our in-house RubyStorm engine once again but with a lot of major improvements. As you know, our engine contains a highly advanced AI system, flexible animation, advanced particle systems, and a very flexible map creator. We found that the RubyStorm engine lacked the ability to implement interactive dialogue and challenging puzzles (both which were not required for 'Zyburnetique') so we put our heads together and developed a very flexible and easy to use editor for dialogue and in-game puzzles to deliver the best possible and the most immersive experience for 'Master Investigator Baker'.

## Contact Details

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