



Archive 13

By Jessie & Izzy

Archive 13

Title and tagline: Archive 13. Uncover the truth,
but at what cost?

Genre: Mystery, investigation, narrative-driven,
choice-driven

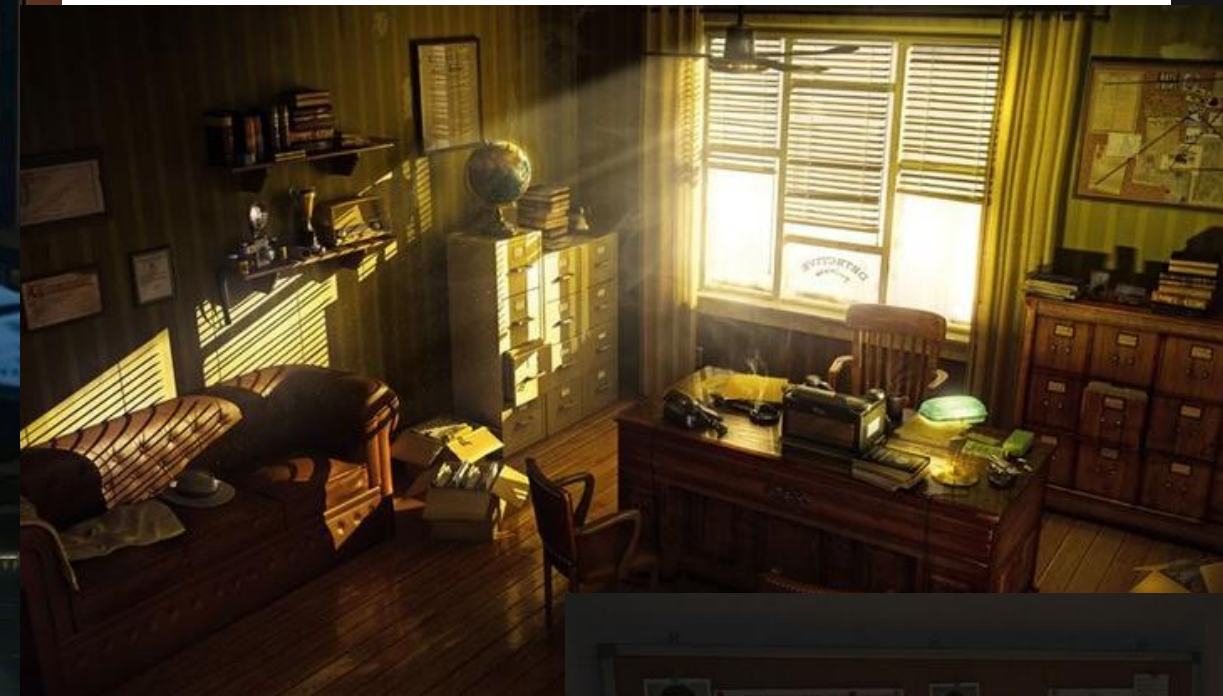
Platform: PC and Console

Target Audience: Fans of narrative mysteries,
true crime enthusiasts and investigative gameplay

Brief Overview: You play as a struggling tabloid
editor who receives mysterious, old archival
evidence from a previous serial killer case.
Every choice is down to you; what to investigate,
what to publish. However, every choice affects
your reputation, safety and the truth itself.

Mood Board

Intro/office aesthetic





Computer aesthetic



Mood Board

Meet up locations aesthetic



Mood Board

Location





Mood Board

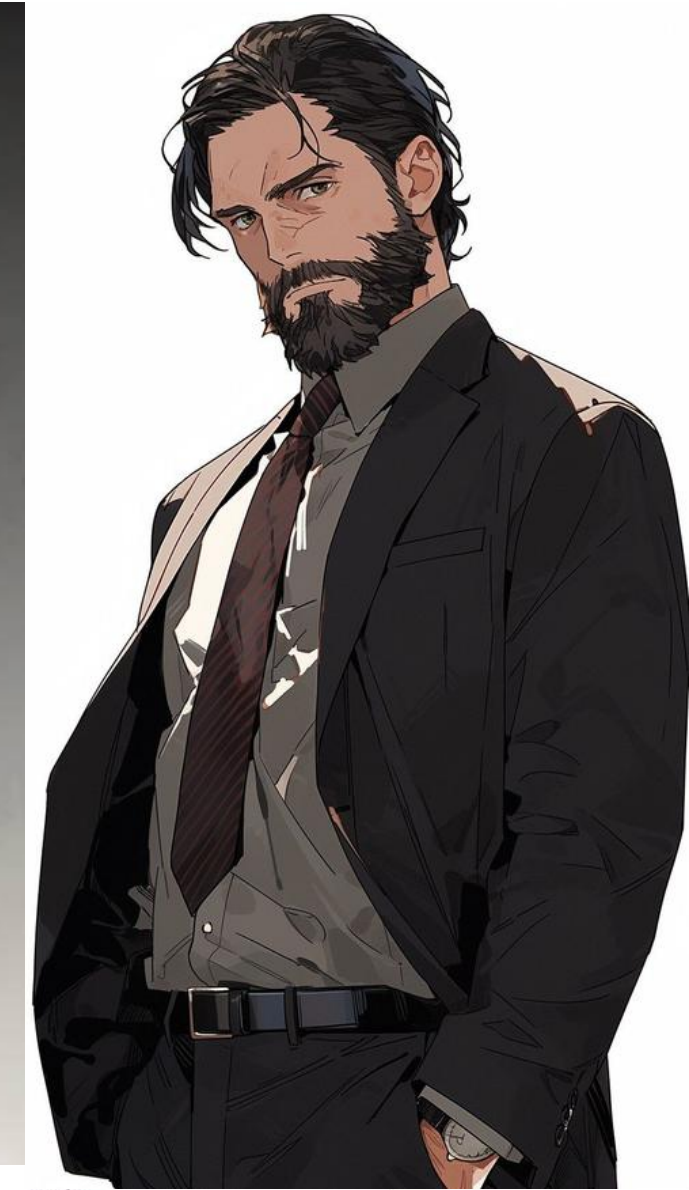
Anonymous Character





Mood Board

Chief Editor Character





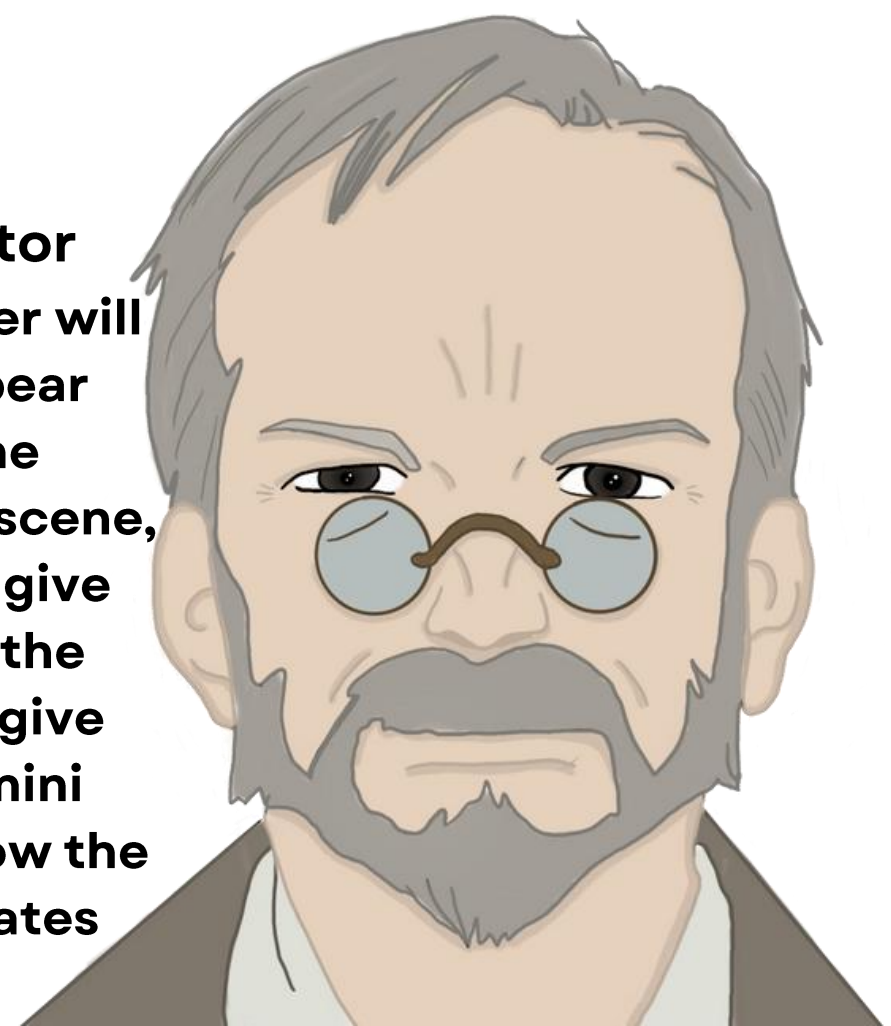
Anonymous Character

Players will encounter this character during the game via the anonymous email and then the meet up

Concept Art

Anonymous Character & Chief Editor

Chief Editor
This character will mainly appear during the introduction scene, where they give the player the backstory/give players a mini tutorial on how the game operates



Anonymous Character in environment

Chief Editor in environment



Narrative Storyboard- Archive 13

Game Frame



Description - Intro to what the player does and their relationship with their boss. Explains the premise of the game.

Game Frame 2



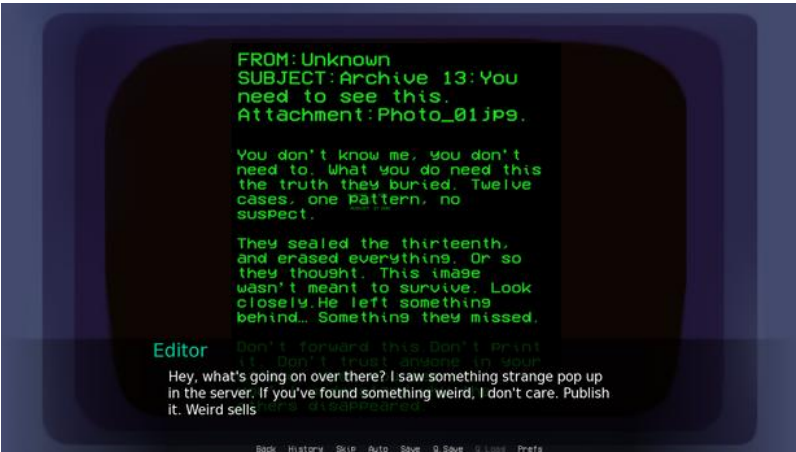
Description - Starts the computer POV

Game Frame 3



Description - Interactive part on the computer where you have to find something worth printing

Game Frame 4



Description - You find an email from an anonymous sender relating to an old serial killer case

Game Frame 5



Description - You open the photo linked to the email, to find you've been sent something that no one should have access to.

Game Frame 6



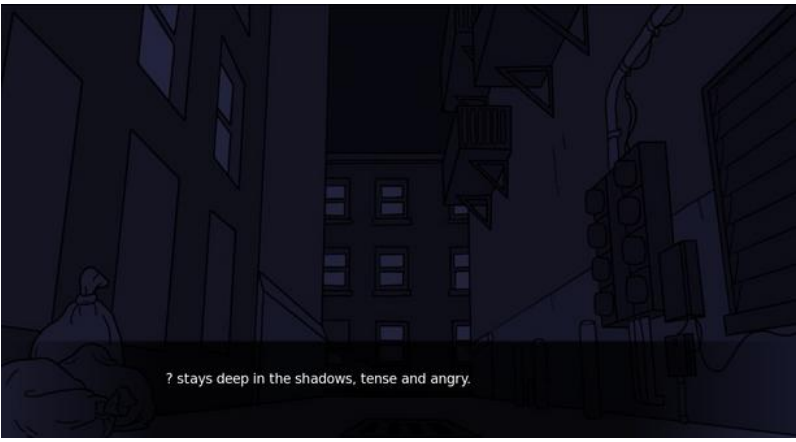
Description - Choose what to do with this email. Listen to your boss and make a big, sensational story or stay ethical, listening to the anonymous sender.

Game Frame 7



Description - You receive another email, asking to meet with the anonymous sender.

Game Frame 8



Description - You meet the anonymous sender. Depending what choice you chose, your interactions will be different.

Concept Art



LOADING

FROM: Unknown
SUBJECT: Archive 13: You
need to see this.
Attachment: Photo_01.jpg.

You don't know me, you don't
need to. What you do need this
the truth they buried. Twelve
cases, one pattern, no
suspect.

They sealed the thirteenth,
and erased everything. Or so
they thought. This image
wasn't meant to survive. Look
closely. He left something
behind... Something they missed.

Don't forward this. Don't print
it. Don't trust anyone in your
office. When you see it,
you'll understand why the
others disappeared.



PM 10:25
AUGUST, 07 1990



3D Modelling prototype

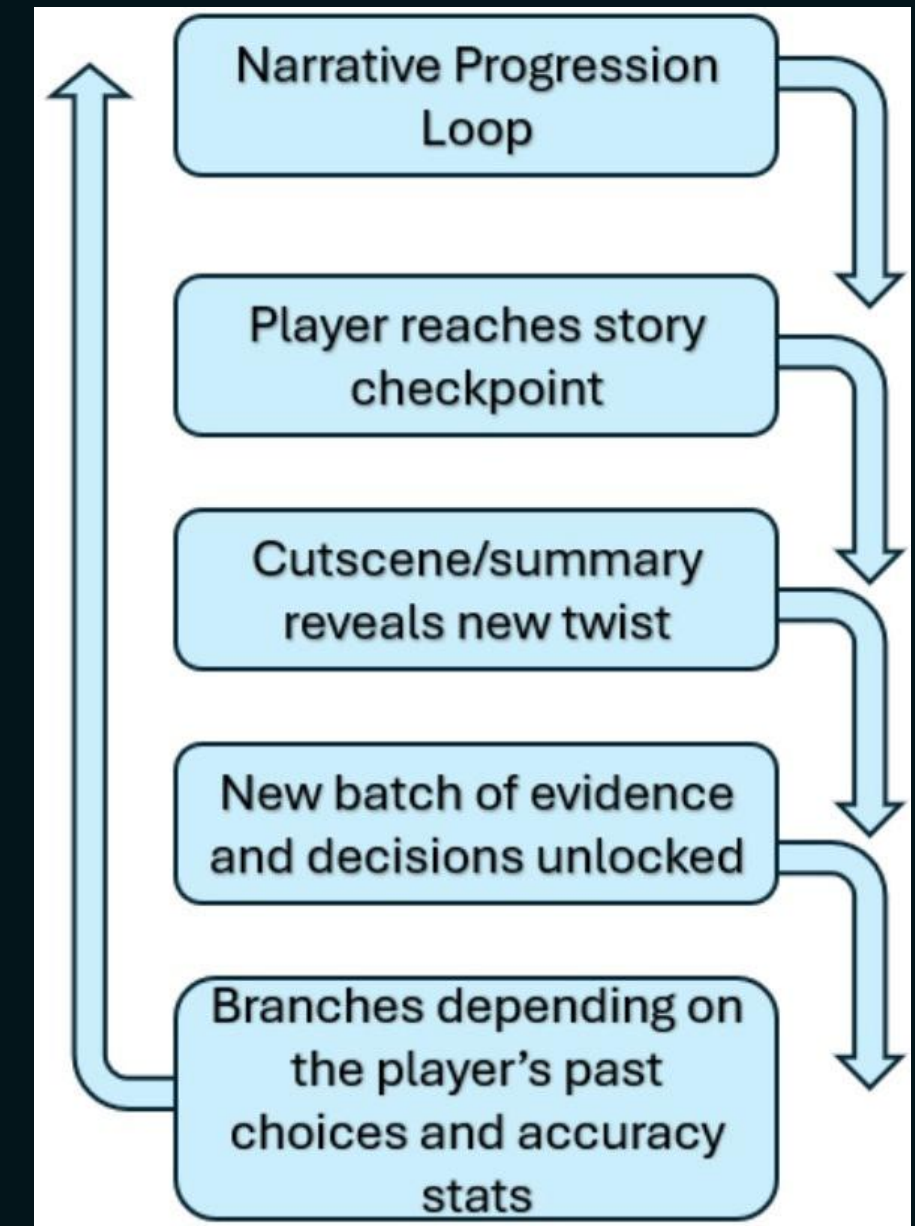
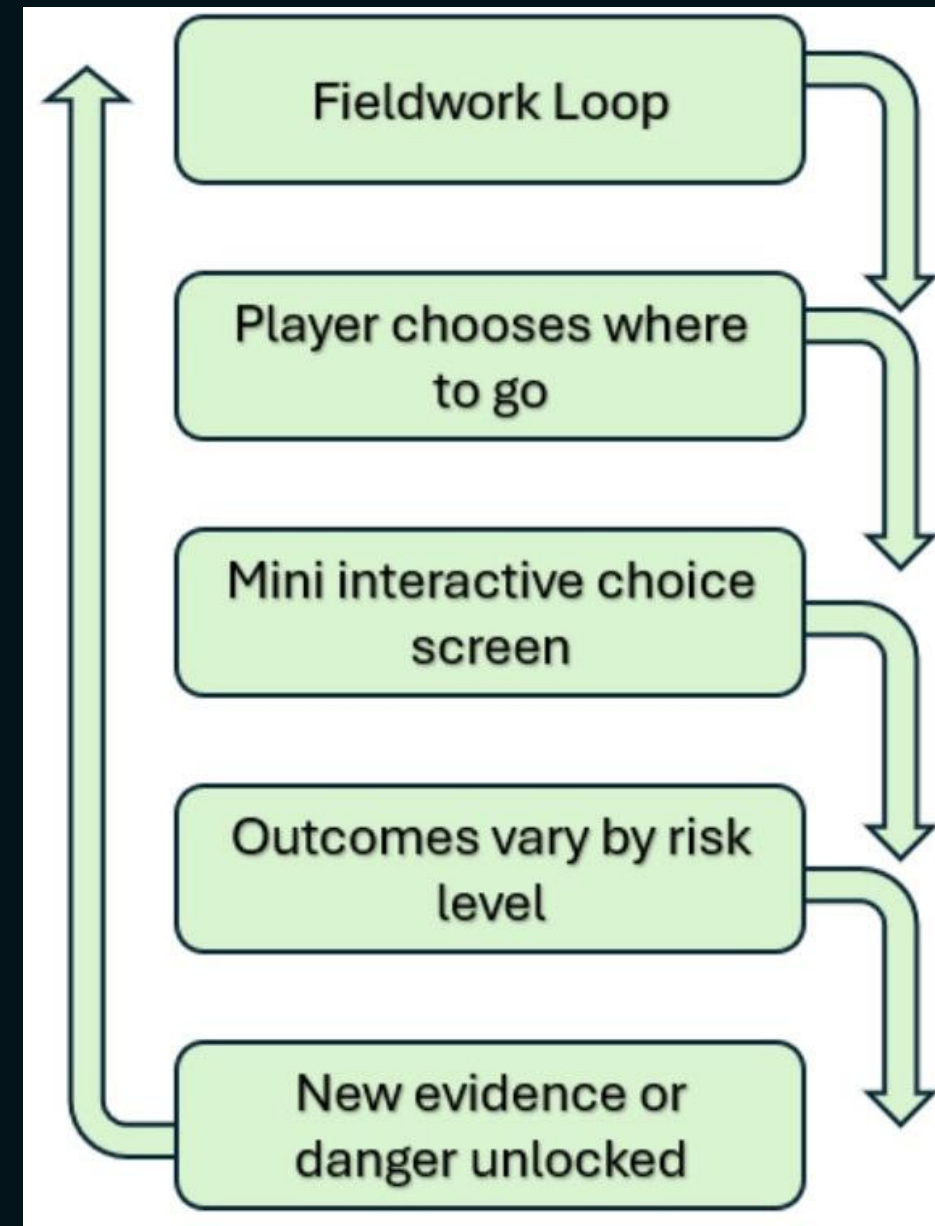
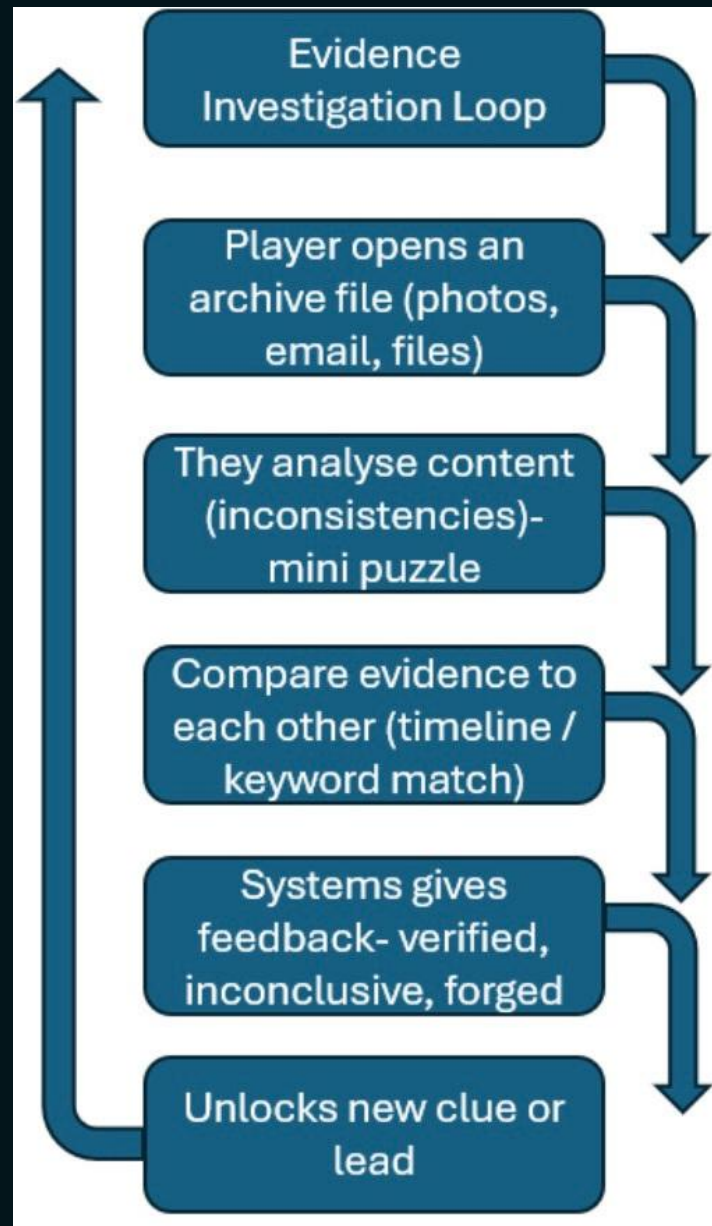


Non-rendered

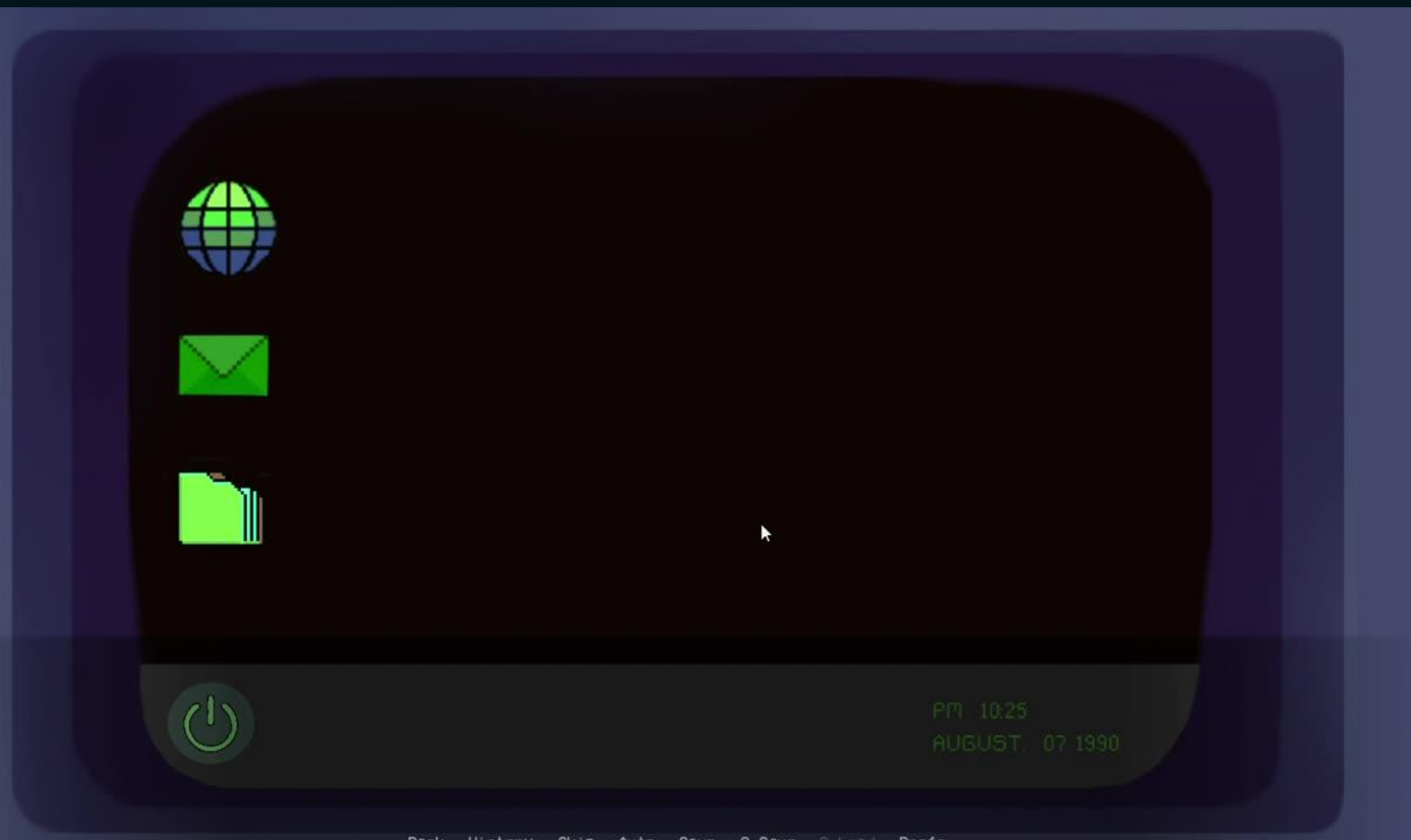
We envision
having a 3D
element at the
start of the
game to give a
unique feel
before the
player immerses
themselves into
the 2D
experience

(Office may change
appearance this is for
visual purposes only)

Gameplay Core Loops



Prototypes



To show off the visuals and feel of the game, I made a prototype featuring concept art and a narrative both me and Izzy designed

For the second prototype, I made a simple Twine project to show the flow of the narrative and game loops



"Hey. Listen. Readership is at an all-time low. I need something worth printing tonight. Go through that computer and find a story. No excuses."

Your editor's voice crackles through the answering machine.

You sigh and sit at your desk.

turn computer on



Audio

Intro/Office

- . Mouse clicks when interacting with the computer
- . Police sirens (what old New York City would sound like at night)
- . Voice acting for phone call (potentially)

General within game audio

- . Player could have small monologue to help guide players (voice acting potentially)
- . Mouse clicks on computer
- . Notification sounds on computer
- . Typing

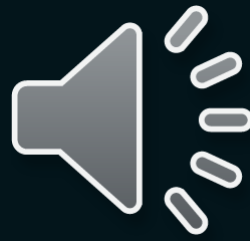
Music

- . When you start up the game
- . When the game ends can fade in while credits roll

City noises



Noir-style music



Sirens



Typing



Mouse clicking





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Thank You!