

GAME DESIGN DOCUMENT: TOUGHNESS SCALE

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GAME DESCRIPTION

Game Title: Toughness scale

Game Genre: Battle, RPG game

Target audience (PEGI): PEGI 16 (Use of violence, discrimination and murder)

Duration of the game: 10 hours of history

Available game modes: Single player

Platforms: PC, Play Station 5, Switch

References:

- **Anime and TV shows:**
 - Houseki No Kuni
 - Steven Universe
- **Videogames:**
 - Detroit: Become Human
 - Kingdom Hearts
 - Final Fantasy Saga
 - Tears of Themis
 - Marvel's Spiderman

Story-line

RPG where the characters are mineral humanoids and are classified by their toughness.

Game's synopsis

In a world where people there are mineral humanoids, the people here are structured by their Toughness, using the Mohs Scale established by the Church of the Purity. The Diamonds, being the strongest and pure ones, are the elite of the society and the Talcs, being the least strong, are at the bottom of the social pyramid.

Tea is a Talc young girl and a servant of a Diamond man called Dia, who is the head of the Police Department in Gioiellopolis (City of jewels). He's investigating diverse murder cases of different minerals and fears that Tea can be the next victim. He decides to accompany her and, due to an attack of the assassin, saves the girl scarifying his own life in the process. Using his last forces, he convinces Tea to use his body to recuperate herself from her injuries and stop the assassin.

Tea becomes a Mixed, a combination of Talc and Diamond, someone illegal for the Mineral government. She has to hide her Diamond parts from the world and find the assassin. But she won't be alone. Obsean, Dia's son and the new head of the Police, will help Tea to get the assassin and avenge his father's death.

REFERENCES

Houseki No Kuni (Land of the Lustrous)

Developer Studio:

- Manga: Haruko Ichikawa
- Anime: Orange CG Animation Studio

Year of publication:

- Manga: 2012
- Anime: 2017

Genre: Fantasy, Action, Slice of Life

Platforms: Digital platforms

About: In a mysterious future, a new life form called Gems inhabit a world destroyed by six meteors, leaving only a beach surrounded by ocean. The 28 active Gems must fight back against the deadly Lunarians who seek to turn the Gems into decorations.

Type of reference: Narrative. Using the gems to create the characters in this alternative world for the game, helps the player to understand the message in a more external view.

Steven Universe

Developer Studio: Cartoon Network Studios

Year of publication: 2013

Genre: Action, Comedy, Science Fantasy, Drama, Coming-of-age

Platforms: Digital platforms, TV

About: A group of magical guardians called Cristal Gems teach a kid how to use his special abilities in order to help them protect humanity.

Type of reference: Narrative. The classification of gems and the consequences it has in form of social differences between the gems it's an interesting form to express the social differences applied in our society. Translating these problems into the game using the gems as characters can help the player to understand the critique of the game.

Detroit: Become Human

Developer Studio: Quantic Dream

Year of publication: 2020

Genre: Action, Adventure

Platforms: PC, PlayStation 4

About: Detroit: Become Human puts the destiny of humanity and androids in your hands. Every decision that you take will affect the game's result, in one of the most intricated narrative plot ramifications that you have ever seen.

Type of reference: Narrative, aesthetic and mechanics. The history of this game has a similar message that Mohs' Scale wants to show. The way of showing the inequalities between people, in that game humans and androids, is something that Mohs' Scale wants to transmit.

The investigation mechanics such as searching for clues, advancing in the story and being able to repeat the played chapter and the interrogation mechanics will be adapted into the game to make the Main Story and its investigation process more attractive and interesting.

The futuristic aesthetic of the game will be an inspiration for Mohs' Scale and will be adapted in the sceneries. Using the contrast between the clean, shiny streets of the rich districts versus de dusty, nasty streets of the poor neighbourhoods to show the different ways the people lives.

Kingdom Hearts Saga

Developer Studio: Square Enix

Year of publication: 2002

Genre: Action, RPG, Hack and Slash, Rhythm action

Platforms: PlayStation, GameBoy, 3DS, Switch, Xbox One, PC, Mobile

About: It's a history of friendship in where Sora and his friends get aboard in a dangerous adventure. Settled into in a big variety of worlds of Disney, KINGDOM HEARTS narrates Sora's journey, a youngster that discovers unexpectedly that he has a spectacular power.

Type of reference: Mechanics and HUD. The mechanics used in this game such as special abilities and playing with sidekicks will be used in this game. We can use one of the protagonists and have the other as a sidekick if they are together in the same place. The HUD of this game is adapted so the characters can use special abilities and know the life points and ability points of the controlled character and its sidekicks.

Final Fantasy VII Remake

Developer Studio: Square Enix

Year of publication: 2020

Genre: RPG

Platforms: PlayStation 4, PlayStation 5, PC

About: Set in the dystopian cyberpunk metropolis of Midgar, players control the mercenary Cloud Strife. He joins AVALANCHE, an eco-terrorist group trying to stop the powerful megacorporation Shinra from using the planet's life essence as an energy source. The gameplay combines real-time action with role-playing elements.

Type of reference: Mechanics and aesthetic. Similar to Kingdom Hearts, the fact of playing with sidekicks and the use of special abilities will be something important in the game. It will be used to get the Assassin and his peers, among the completion of secondary missions.

Tears of Themis

Developer Studio: Hoyoverse

Year of publication: 2020

Genre: Adventure, Visual novel

Platforms: Mobile

About: What seemed to be independent cases slowly begins to link together and form a larger picture. The hand behind it all has no regards for social order and aims only to destroy all that is decent and good. As the truth becomes more obscure and shrouded in mystery, the lines between good and evil blurs. With the world against you and the words of reason falling on deaf ears... Will you still be determined to stand by your choices and beliefs?

Type of reference: Mechanics. The mechanic of getting clues in the scene, interacting with them and then correlating them to make more sense in the scene will be used in order to advance in the Main history.

Marvel's Spiderman

Developer Studio: Insomniac Games

Year of publication: 2018

Genre: Action, Adventure

Platforms: PlayStation 4, PlayStation 5, PC

About: The life of Peter Parker crash into Spiderman's in an original history filled with action. Get on the boots of a veteran Peter Parker that has improve his abilities in fight against crime and the villains in Marvel's New York.

Type of reference: Mechanics and HUD. The HUD of Mohs's Scale is inspired by this game. It has a very intuitive design and guides the player perfectly well to learn the controls of the abilities and the number of chances to use them.

CHARACTERS

Protagonists

Tea

Physiology

Name: Tea

Sex: Woman

Age: 23

Height and weight: Petite stature (156cm) and light weighted.

Colour of hair, eyes and skin: Long green hair similar of Talc. Clear green eyes and clear skin.

Appearance: She has round features and has a weak body due to her being a Talc. If she gets a strong hit, she can break.

She dresses austere by using clothes of beige tones and no decorations. She also doesn't wear jewels because she can't afford them.

Defects: Being a Talc, she's very weak compared to other Minerals. If she receives a big hit, she can break herself. She has a heart of gold, which it can put her in problems.

Sociology

Class: Lower Class (Talc Class, Rank 10 in Mohs' Scale).

Occupation: Dia's maid.

Home life: She has a brother and she takes care of him. Her parents died from a traffic accident some years ago.

Hobbies: Cook, help others, investigation shows.

Psychology

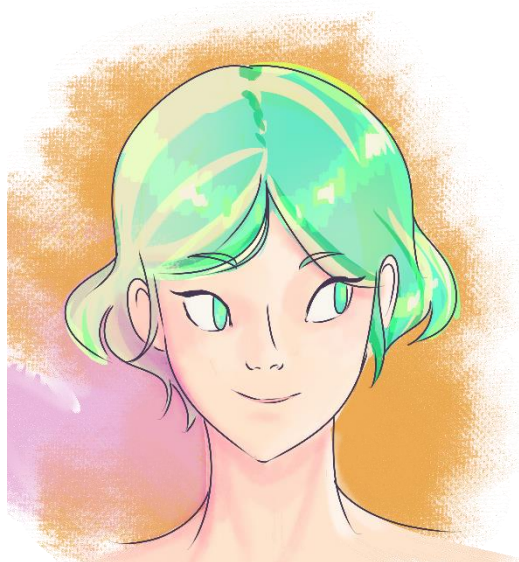
Personal premise, ambition: Discover Dia's assassin and stop them.

Frustrations: Her weakness and the incapability to get enough money to preserve her family.

Temperament: Easy-going.

Attitude toward life: She finds unfair the social classification and feels resigned to follow it. Even though, she wants to protect his little brother so he can't live the same life she's living.

Complexes: She has a phobia in sharp object like knives or crystal shards. She tries to avoid them the best she can in order to not be cut or broken. She also has an inferiority complex due to being at the bottom of the social class. She compares herself with the other minerals and that undermines her moral from time to time. She always puts others before herself, wanting them to be safe.



Abilities: Quick thinking, good negotiation skills.

Qualities: Perceptive, creative.

Obsean

Physiology (Like Xander from the Fourth Wing and Connor from Detroit Becomes Human)

Name: Obsean

Sex: Man

Age: 26

Height and weight: Tall (180cm), slim and strong

Colour of hair, eyes and skin: Short dark shining hair. Eyes black like coal and shine like a Black Diamond. Tanned skin.

Appearance: Being a Black Diamond, he has short black shiny hair and eyes black as coal.

Defects: Cold and rough around the edges. Brutally honest.



Sociology

Class: High Class (Diamond Class, Rank 1 in Mohs' Class).

Occupation: Sub-chief of the Police Department in Gioiellopolis.

Home life: He has his parents, whom he has a good relationship. His dad was his pillar and his inspiration to be a prodigious investigator. Now that he's not alive, he swears revenge on the one who killed his father.

Hobbies: Reading and listening to jazz music.

Psychology

Personal premise, ambition: Avenge his father and close the case he started.

Frustrations: Not being able to save his father.

Temperament: Short-tempered.

Attitude toward life: The society is corrupted and the social classification is unfair for the Mineral people. Despises the Church for taking advantage of the Minerals.

Complexes: Perfectionism and self-isolation.

Abilities: Precision and management of guns and self-defence abilities.

Qualities: Quick reflexes, observant

Secondary Character

Dia

Physiology (Like Gomez Addams)

Name: Dia

Sex: Man

Age: 45

Height and weight: Medium height (165cm) and with broad shoulders that makes him width.

Colour of hair, eyes and skin: Crystalline hair which can refract light, eyes like diamonds and clear skin.



Appearance: He has a tough appearance but when he's near a person he appreciates, he softens and relaxes. He's usually seen wearing his police uniform due to his job necessities. He has short beard that covers his jawline and his hair is slicked back to see well.

Defects: He's too much empathetic and believe everyone can be a good person, which makes him vulnerable sometimes.

Sociology

Class: High Class (Diamond Class, Rank 1 in Mohs' Scale).

Occupation: Chief of the Police Department of Gioiellopolis.

Home life: A son who looks up to him and is following his steps and a wife who has a good relationship with.

Hobbies: Drinking tea, talk with Tea about detective shows.

Psychology

Personal premise, ambition: Catch the assassin and protect his loved ones.

Frustrations: The inability to predict the assassin's moves.

Temperament: Easy going. He needs patience in order to do interrogations.

Attitude toward life: He has hope that the world can become better and the Mineral divisions will soon disappear, making everyone the same before the law.

Complexes: He always wears some weapon to defend himself. After all, anyone can be completely safe in a city as big as Gioiellopolis.

Abilities: Good aim, has knowledge about guns, knows how-to do-good tea.

Qualities: Perceptive, observant, good communication skills.

Clara

Physiology (Like Morticia in the Addams' Family)

Name: Clara or Claire

Sex: Woman

Age: 40

Height and weight: Tall (180cm) and slim.

Colour of hair, eyes and skin: Black long shiny hair and eyes for being a Black Diamond. Tanned skin.

Appearance: Has an unapproachable appearance. Has a refined and elegant style that makes her unapproachable and seductive. She almost never ties her hair, letting her locks flow. Wears elegant dresses that hugs her frame, making her look seductive. Wears makeup, painting her lips red and her eyes with a smoky style.



Defects: Her appearance has created her many problems with dirty old men who doesn't know their limits. She struggles with physical contact, not very touchy feely.

Sociology

Class: High Class (Diamond Class, Rank 1 in Mohs' Scale).

Occupation: Founder of the Refraction, a luxury fashion design.

Home life: Dia, his husband, whose have an amazing marriage that now has 20 years old. They have a curious dynamic which he's lovestruck with her an she flirts him back in a cold and seducing way. She also has a son, Obsean, who adores him a lot.

Hobbies: Listening to music, Cloth designing.

Psychology

Personal premise, ambition: Be the best designer and make her fashion design available for everyone.

Frustrations: The fact that everything a Diamond does it's exclusive by the ones of their kind. Hates that the Church of Purity has a lot of power in the way of thinking of the Minerals.

Temperament: Short-tempered. That put her into scandals for slapping or punching men that tried to surpass her.

Attitude toward life: She finds unfair that Diamonds are unable to have relationships with Minerals that are in lower classes just for the fact that they can "stain them".

Complexes: She fears that one day she will lose her husband and her son.

Abilities: Social abilities, conduct knowledge, designing clothes.

Qualities: Seduction, Perception, Observant.

Teal

Physiology

Name: Teal

Sex: Man

Age: 10

Height and weight: Petit stature (138cm).

Colour of hair, eyes and skin: Clair green hair and eyes, rose skin.

Appearance: Has an amicable appearance. Wears comfortable clothes that allows him to play outdoors with his friends.

Sometimes he hurts himself, so he has some scars and bandages around his knees and elbows. His hair is a little long, his bangs can cover his eyes so he uses one of Tea's hairbands to keep them in place.

Defects: He's too naïve and trust anyone who talks with him.



Sociology

Class: Lower Class (Talc Class, Rank 10 in Mohs' Scale).

Occupation: Studying at the Talc School number 5.

Home life: Tea is her big sister. She cares about her a lot. She normally works all day at Dia's mansion and when he returns home, he's normally alone. That make him to be very independent and managed to develop his house caring abilities so he can take some weight out of her sister's shoulders.

Hobbies: Cook for her sister, help people out, playing football with his friends.

Psychology

Personal premise, ambition: Take care of her sister and make her happy.

Frustrations: Not being able to help her sister out in an economical way. He feels he's a weight to her sister, always protecting and spoiling him.

Temperament: Easy-going.

Attitude toward life: He finds unfair that being a Talc makes them weak and not able to get as much money as other Minerals.

Complexes: Impostor syndrome.

Abilities: Good at sports, good at memorizing and fast-learner.

Qualities: Independent, Intelligent, Good worker.

Michael

Physiology

Name: Michael

Sex: Man

Age: 68

Height and weight: Medium height leading to small (160cm).

Colour of hair, eyes and skin: Yellow hair and eyes. Wrinkled pale skin.



Appearance: Being close to his 70s, Michael has a very old appearance. His hair has been falling down, having only at the sides of his head, showing that he's a Canary (Yellow) Diamond. His skin is wrinkled, making him look more friendly. He dresses in his range tunics, him being a Pope. His clothes look expensive, having gold and all type of jewels sewed in them.

Defects: He's an impious man who uses the people to get monetary and institutional benefits for him and the Church of Purity.

Sociology

Class: High Class (Diamond Class, Rank 1 in Mohs' Scale).

Occupation: Pope of the Church of Purity.

Home life: He has his brothers and sisters of the Church. He has a stable relationship, but he isn't close with them. He uses them to get more devotees for his church and get monetary benefits and power from the society, getting the general approval of the Minerals.

Hobbies: Reading the Mineral Sacrament, Getting money from the devotees.

Psychology

Personal premise, ambition: Have the institutional and public power for himself.

Frustrations: The aversion and ire from the Talcs and the Diamonds, who don't trust the Church and are wary of them.

Temperament: Patient.

Attitude toward life: Things that he is destined to be remembered and he deserves to have the total power on the Minerals and his destiny.

Complexes: God complex.

Abilities: Acting, Political speeches, social skills.

Qualities: Two faced, Persuasion, Quick thinker.

Antagonist

Mixcell

Physiology (Like Berlin from La casa de Papel or Misterio in Spiderman Far from Home)

Name: Mixcell. Mixer or the Mineral Assassin

Sex: Man

Age: 34

Height and weight: Medium male height (169cm)

Colour of hair, eyes and skin: His eyes are green like the colour of Emeralds and his hair is blonde like the Amber people.

Appearance: Looks very different from each Mineral Class due to being a mixture of different Mineral visual characteristics, being his green eyes and his blonde hair.

Out in the public, he disguises himself as an Emerald, painting his hair green and hiding it with hats. He wears suits and seems a level-headed, intelligent man. But once he becomes the Mineral Assassin, he seems another person. He hides his appearance with hats and wears a hoodie and loose gym pants with cheap sneakers so anyone can recognise him.

Defects: If he's not disguised, he's easy to notice due to his different appearance from the rest of Minerals. Mixcell is a mixture of an Amber and an Emerald, making his existence illegal due to being a Mixed.



Sociology

Class: High Class (Rank 2 in Mohs' Scale)

Occupation: Leader and owner of the M-erald Company, which operates Gioiellopolis the energy they consume.

Home life: Has no biological parents. They died years ago when he was little. They died protecting him, and he became an orphan who hides his hair with hats, even when he was adopted by a very influential Emerald family. From his adoptive parents, only her mother is alive, who is ill. He still hides his hair with green tint so she doesn't discover the truth. Her adoptive mother is the only one who has a genuine connection with.

Hobbies: Reading, playing golf.

Psychology

Personal premise, ambition: Show by any means that all Minerals are the same, no matter if they're mixed or not. Anyone isn't better than anyone.

Frustrations: The Mineral division and the no acceptance of Mixed Minerals and their persecution.

Temperament: Cold-headed.

Attitude toward life: Is angry by the acceptance of the more though Minerals being able to stomp the weak and the persecution of the Minerals different from the other Mineral Classes.

Complexes: Perfectionism in his work and assassinations. Fear of someone discovering his identity and making all his work in vain.

Abilities: Knowledge with weapons, weapon-making.

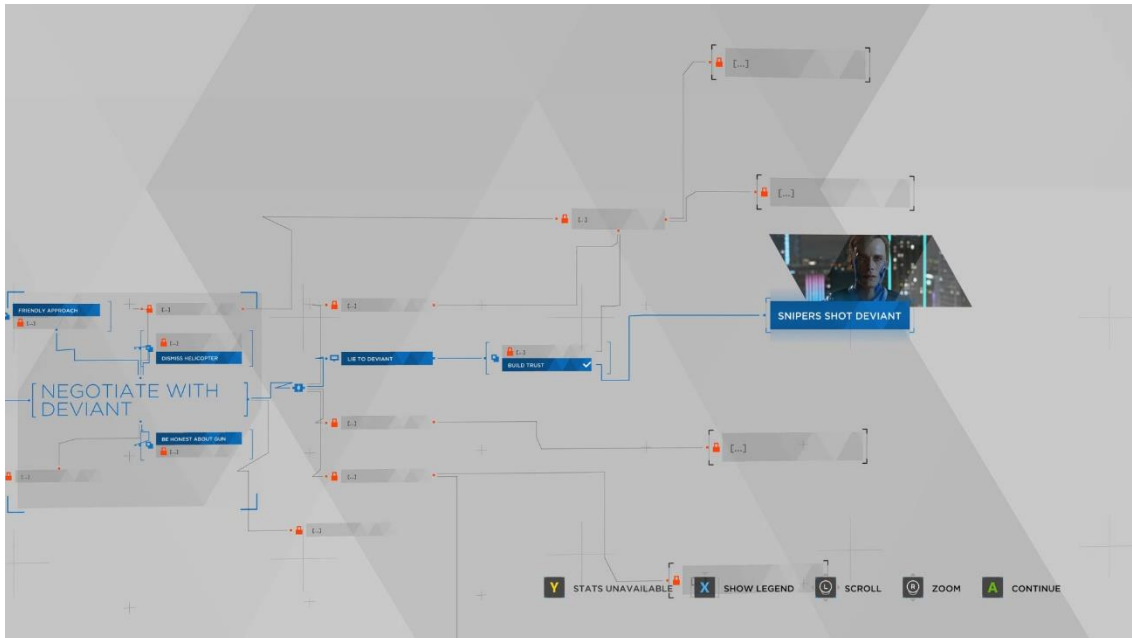
Qualities: Intelligent, Methodical, Foresighted.

STORYLINE

Narrative Structure

All the Plot would be divided by chapters where we can take a look at the chapters menu and see what decisions we made. If we want to, we can start the chapter we are from scratch. Once we start a new chapter, we can't change the decisions of the previous ones.

The Narrative Structure of the plot would be using a Bottleneck. The history can change a lot, but some parts of the history will have the same common events or plot points that the players have to pass to continue the journey.



Plot

Toughness Scale has a non-linear narrative, using a Bottleneck narrative. Using an Outline, the plot is structured like this:

- Act I: Dia, the Chief of the Police Department in Gioiellopolis, investigates a series of murders of different types of Minerals.
 - Plot Point 1: He discovers that her maid, Tea, is the next objective and sacrifices his own life to save her.
 - Tea, badly wounded, is called by Obsean, Dia's son, and the new Chief of the Police Department. He asks for her help to find and catch the Mineral Assassin. He helps Tea to recover her lost body parts using Dia's material, making her a Mixed, an illegal being by the society.
- Act II: They start their investigation, with Obsean using his official investigation to advance in the case and Tea using her connections and blending with the citizens to predict the Assassin's movements and get clues. But their advances are stopped from time to time by the Church of Purity and the Assassin, falsifying the clues, changing them or making the suspect change their testimonies.
 - Plot Point 2: Tea is discovered and flees. Mixcell expands his power of how dangerous the Mixed are.

- Act III: The Assassin is caught, trying to make explode, and his identity is revealed, making Mixcell the perpetrator. Mixcell explains the reasons why he did what he did. Obsean fights him and Tea brings help, retransmitting the fight in all the screens of Acquragia. The final depends of the level of Public Opinion obtained during the game.

Developing further, the Plot would be the next:

- **Act 1 – Episode 1:**
 - **Cinematic:** Presents the city, explaining the assassinations made by the Mineral Assassin and his procedures. Then, shows the last crime perpetuated by the Mineral Assassin.
 - **Cinematic, Interrogation, Dia's POV:** The story starts controlling Dia. He's at the last crime scene perpetuated by the Mineral Assassin.
 - **Gameplay, Investigation, Dia's POV:** He investigates around the scenario and gets some clues. Furthermore, he feels lost until he discovers a critical clue: the next objective of the Assassin. He finds a contact lens. Thinking that it belongs to the Assassin, he keeps it in his notebook.
 - **Cinematic, Dia's POV:** Dia returns home and searches for Tea. He finds her cleaning his office. They talk, and he shows her an image of his son, Obsean. He offers to accompany her to her home.
 - **Cinematic, QTE, Dia's POV:** Dia brings Tea home by car, showing how the scenery changes from the most luxurious districts to the poorest District 10. They pass through an empty street and they are attacked by the Assassin, using Diamond bullets. Dia manages to hurt the Assassin and protect Tea, but he's deadly injured.
 - **Cinematic:** The Assassin leaves. Tea manages to get out of the busted car, badly hurt. She tries to help Dia, but he tells her to catch some of his fragments and use them to recover her destroyed body parts to protect herself from the Assassin. He manages to press a button on his watch to send a message and tells Tea to leave.
 - **Gameplay, Tea's POV:** Tea grabs the fragments and his notebook before reluctantly leaving the scene and goes towards her apartment, but finds Teal. He sees her badly injured and helps her enter their house without anyone knowing. (Stealth mission)
 - **Cinematic, Tea's POV:** Once they enter the house, Teal asks Tea what happened. She, still in shock, tells him about the attack and that Dia gave part of him to Tea to recover herself.
 - **Cinematic, Obsean's POV:** Obsean appear into the new crime scene thanks to the message he received from his father, looking at his father's corpse. A policeman tells him about the accident and the crime, adding that they stole some parts of Dia's body and they're nowhere to be found.
 - **Gameplay, Obsean's POV:** Obsean swears that they will find the culprit and put him in jail. He finds some bullets made with Diamond and takes them as a clue. He notices some Teal fragments and asks about them. They took them to analyse them. Obsean is sure about whom the other person was with his father in his last moments.
 - **Cinematic, Tea's POV:** Days passed and Tea didn't go to work those days. Teal covers her, calling the mansion to request some free days. One day, Obsean calls into their home, being the new Police Chief of Gioiellopolis. He talks with Tea,

saying that he knows about his father's body parts in Tea's possession. He proposes that she help him to catch the Mineral Assassin and recover her body parts. She accepts.

- **Gameplay, Tea's POV:** Obsean brings Tea to his family's mansion. He helps her re-establish her limbs with Dia's material. Seeing that she's now a Mixed, makes her feel horrible for using Dia's material to cure her. Obsean gives Tea large globes to hide her Diamond parts.
- **Gameplay, Fight, Tea's POV:** Obsean teaches Tea how to fight and use her new limbs on her advantage.
- **Act 2 – Episode 2:**
 - **Gameplay, Tea's POV:** The next day, Tea goes to Dia's mansion and finds Obsean at his father's office.
 - **Gameplay (Puzzle Connecting clues), Tea's POV:** Connecting clues and the previous crime scenes with the victims, they finally get a lead to start the investigation.
 - **Cinematic, Tea's POV:** They decide to make a visit to the familiars of the previous victim, Vincent, who is an Amber, to get clues.
 - **Gameplay, Tea's POV:** Tea goes with Obsean towards Vincent house at District, 2.
 - **Cinematic, Tea's POV:** They arrive at Vincent's home and are received by Vincent's wife, Andarna, and his two children. Andarna asks why a Talc is with him and Obsean answers that, now that his father is dead, he uses her as a secretary.
 - **Gameplay, Tea's POV:** Tea decides to stay in the living room and play with the kids. Obsean and Andarna leaves the room. The children talk with her and, befriending them, asks them if they want to play something. The children accept and says to play hide and seek.
 - **Gameplay, Timed event, Tea's POV:** Tea has to find the two children, hidden around the house. If she encounters the children before the time finishes, she will get a prize, information about the father of the children.
 - **Gameplay, Obsean's POV:** Obsean is guided by Andarna to the kitchen. They talk a little about Vincent.
 - **Gameplay, Interrogation, Obsean's POV:** Obsean interrogates Andarna about where she was, what she was doing, his husband and if he did something strange before dying.
 - **Gameplay, Investigation, Obsean's POV:** Obsean, with the approval of Andarna, explores Vincent's office and bedroom. He discovers the friendship between Vincent and Mixcell, CEO of M-erald and that he knew some of the victims.
 - **Cinematic, Obsean's POV:** He goes out of the room and returns to the kitchen. He does not find Andarna, but an old woman trying to reach something put in a high shelf. Obsean helps her and, in return, the grandma gives him two keys that look important and warns him to be attentive of his surroundings. Andarna finds them and tells that the old woman is Vincent's mother. Obsean understands and says that they have to go. Calls Tea and leaves the house.
 - **Gameplay, Tea's POV:** Returning to District 10 alongside Obsean, they talk about Dia and what meant for them.
 - **Cinematic, Tea's POV:** Tea enters into the apartment, finding Teal cooking dinner. Tea goes to him and helps him. Teal admits that is very worried that her sister

gets caught. Tea calms him, saying that he has Dia's wife, Clara, and his son that won't tell a thing about her. Teal is relieved that has Obsean glued by her side.

- **Act 2 – Episode 3:**

- **Gameplay, Tea's POV:** Tea receives a message from Obsean, telling her to go to the Police Department, at District 2. She goes to his office.
- **Gameplay, Tea's POV:** Tea finds Obsean in his office. They put their notes in common.
- **Gameplay, connecting clues:** Connecting clues, they see that Vincent and Mixcell are pretty similar physically. Also, they seem to have a deep connection alongside his friendship with other victims of the Mineral Assassin.
- **Gameplay, Obsean's POV:** They go to M-erald S.A. situated in District 1, near the city council. Obsean tells Tea to blend with the workers of the energy production and gives her a cleaning uniform. Tea keeps it.
- **Cinematic, Obsean's POV:** Before arriving, Obsean gives Tea the two keys and an earpiece to communicate. Obsean arrives at M-erald while Tea enters using the employee door. Obsean is received by Mixcell, CEO of the enterprise. He gives his condolences to Obsean, which he politely accepts.
- **Gameplay, Tea's POV:** Tea has to find a place where she can put on the uniform without being caught.
- **Gameplay, Tea's POV:** She is conducted to her working place and has to talk with the workers to get information while working, cleaning the floor or windows. She can also eavesdrop the conversations but she has to be careful to not being caught.
- **Gameplay, Interrogation, Obsean's POV:** Obsean interrogates Mixcell but he seems to change the subject or evade the questions. Obsean uses the clue he got about his friendship with Vincent and his relationship with the rest of the victims. Mixcell admits that him and Vincent never liked the division of Minerals and the hatred towards the Mixed, calling them unfortunate. He expresses his hatred towards the Church of Purity, who maintains that divisions and hatred alive. Seeing that he cannot ask more questions, Obsean finalises the Interrogation and leaves. Mixcell stops him, saying that his father is proud of him and, like him, he never wanted that the city he loves is divided by those statements of the Church. Obsean gets the surveillance videos of the day of Vincent's death.
 - **If Obsean observes his surroundings:** He sees some tools that he never saw before. He asks about his use, but Mixcell says that they are experimental and will be used to get new energy sources. Obsean notices something strange in those tools, there's dust coating them among some fingerprints.
- **Gameplay, Obsean's POV:** Obsean leaves Mixcell's office and goes towards the exit. He connects the earpiece, hearing what Tea says.
- **Gameplay, Tea's POV:** The lunchtime starts and Tea receives Obsean's orders to leave the building. She has to be careful to not be caught by the supervisors or the guards.
 - **If she's caught:** A Quick Timed Event activates which consists of her escaping the building without being grabbed by the guards.
 - **If she's not caught:** She can enter other rooms and gather clues.

- Among them, the vigilance room empty where she can get the surveillance videos of the last two days and put them in a USB located in the room.
 - And the server room, where she can get private information of Mixcell and the enterprise.
- **Gameplay, Tea's POV:** Once she gets out and hides, she contacts Obsean of her whereabouts.
- **Gameplay, Tea's POV:** She hears two people fighting, a worker of M-erald and a Policeman. Tea solves the situation. It can go:
 - **Tea uses violence:** She fights workers and policemen; she can be recorded by the surveillance cameras. Public opinion lowers.
 - **Tea is a little blunt:** The fight stops and they act rough towards her. She gets information about the Church, acting with superiority towards others. Public opinion rises a little.
 - **Tea is emphatic and polite:** The two men forgive the other. They talk with Tea about the Church of Purity, who has become stronger and can even stop the police to enter inside the churches to do investigations. The violence of the monks of the Church towards the Police has risen and they cannot be condemned.
- **Cinematic:** Tea and Obsean reunites together. Obsean admits that he saw everything. Depending the approach Tea had, he can be more friendly or sterner towards her.
- **Gameplay, connecting clues:** They connects the clues they have. They relate the bad behaviour of the church with the majority of victims that prayed in the Church. They also notice the clashing of interests that have Mixcell and Vincent with the Church.
- **Gameplay, Tea's POV:** Tea says goodbye to Obsean and decide to meet up tomorrow. Tea returns to District 10.
- **Gameplay, Fight, Tea's POV:** Tea notices that she's being followed. She gets attacked and Tea defends herself.
- **Gameplay, Interrogation, Tea's POV:** Tea interrogates the men and asks them about why they wanted to hurt her. They admit that they were hired to kidnap her and bring her to her boss in exchange of a big quantity of money. Tea tells them to give their boss' name but they do not know it and never saw how he looks. Tea lets them go in exchange of helping her know about their boss. They accept and leave. Tea returns home.
- **Act 2 – Episode 4:**
 - **Gameplay, Tea's POV:** Tea meets Obsean in a cafeteria near the Police Department. She talks with him about yesterday's events. Obsean asks if she's alright. She reassures him, telling him that she managed to defend herself thanks to his lessons.
 - **Gameplay, connecting clues:** Connecting yesterday clues and the previous ones, they decide to ask some questions at the Church of Purity and his leader, Michael.
 - **Gameplay, Obsean's POV:** Obsean guides Tea to the Church of Purity, situated in District 1. They arrive at the monorail.
 - **Cinematic, Obsean's POV:** Obsean and Tea are in the monorail. Obsean sees the silhouette of the Church of Purity. He reminds when he was little, his father

showed him the insides of the Church, telling him that everything is not as it seems. Monsters lures everywhere, no matter if it's in the shadows or under the light. Now Obsean knows what his father was referring to.

- **Gameplay, Obsean's POV:** Obsean brings Tea to the Church of Purity. Tells her to get information as she did last time, using her social abilities and stealth to listen to other's conversations.
- **Cinematic, Obsean's POV:** Obsean is received by some high ranked monks of the Church. They bring him to Michael, the last presenting himself with pride and arrogance.
- **Gameplay, Interrogation, Obsean's POV:** Obsean talks with Michael about the victims, a big part of them being believers of the Church. Michael is convinced that the Assassin wants to harm all type of Minerals to show he has more power than the Church and demonstrate he's better than the purest of the Minerals. Obsean tries to know the relationship of the victims with Michael, but he evades the question. Obsean asks him if he does know Mixcell, which Michael says yes, he knows him. But he does not have the best relationship with him. Their believes clash. Obsean asks if he and his colleagues can register the Church to see if they have the victims' information to get more clues to advance in the investigation, which Michael objects, saying that no one with bad intentions shall enter this sacred place.
 - **If Obsean is very inquisitive:** Michael can feel threatened and accuse Obsean to put in doubt the Church's faith, making him a pariah, and putting their believes in a bad light. The Public Opinion lowers.
 - **If Obsean is more observant:** He can see that the office has all type of luxurious items, some of them made of gold. Even the Pope's clothes are all filled with the same material. Obsean can use this information to used the law against him, putting him to shame for wasting money to be filled with luxe instead of using it to save the helpless. Unarming the Michael, Obsean can use the law to do an investigation of the Church without Michael being able to step in.
- **Gameplay, Investigation, Tea's POV:** Tea moves around the church, eavesdropping conversations and taking part of them. She sees a big door where Michael's right-hand leaves, using a key similar of the ones Obsean gave her, and it's guarded by two strong guards. Then, a fight between two people of different Minerals happens.
 - **Tea has the option to use the fight as a distraction to lead the guards to stop the fight and enter the now unguarded room using one of the two keys Tea has.**
 - She can get Michael's diary or take a look and get some photos of the pages.
 - If she takes the diary, the Public Opinion will lower.
 - If she takes photos of the Diary, she will have an important clue.
 - She can take a look at the documents of the activities of the Church and his monetary spends. Tea notices that some of the funds of the Church are diverted but they don't specify for what.
 - **Tea can stop the fight and get some crucial information.**

- If she ignores them: the guards will calm them down and she won't get anything. (Public Opinion lowers)
 - If she acts rude to them: they will act the same towards Tea and will leave without telling the anything.
 - If she acts nicely: they will mention that one of the victims, an Emerald woman, argued with Michael some days before she died. They say that the woman was also very close to Michael. (Public Opinion rises)
 - Once Tea has finished, she leaves the Church to search for Obsean.
 - **Gameplay, Interrogation, Obsean's POV:** Obsean leaves the Church by his own foot. He can eavesdrop conversations and take part of them, transforming them into interrogations. Obsean has to be careful and observant if he does not want to get contradictory information or false clues.
 - **Cinematic, Obsean's POV:** Obsean finally leaves the Church, finding Tea talking with some old women of District 5 and 10 that seems to be very friendly with each other. Obsean smiles, noticing that, even if they're very different, they treat the other as their equal. Obsean interrupts the conversation, telling Tea that they have to go. The two women ask if they're a couple, which Tea denies flustered.
 - **Gameplay, Tea's POV:** Tea and Obsean goes to take the monorail towards District 10. Obsean asks Tea about the women, which she says she got the job of maid of Dia thanks to them. District 10 can be pretty dangerous, but the people there forms a big community. Obsean smiles, saying that District 1 is pretty different from 10. People are all about status and looks, pretty superficial.
 - **Cinematic, Tea's POV:** Obsean remembers the time when he meets her, two years ago. Tea recalls the moment, he felt proud but a little taken back for stepping into a Diamond house, a place where is nearly impossible for a Teal to enter. Dia presented her wife Clara and his son, Obsean. She salutes them as much education as possible. Clara was nice to her, and Obsean looked at Tea with curiosity. They didn't talk a lot, but they have a good understanding of the other.
 - **Gameplay, Tea's POV:** On the way home, Tea asks about Obsean's childhood and why he wanted to be in the Police like his father. He tells her about a time where his father put himself in danger to save a child of District 8 from a bunch of kidnappers.
 - **Cinematic, Tea's POV:** They arrive at Tea's department and see Teal arrive after them. Teal presents himself and says that he's relieved that a policeman is willing to protect her sister, comparing him with his colleagues, who does not want to enter in the district by the bad rumours it has. Obsean reassures Teal that he will do everything to change District 10's situation. He says goodbye to the brothers and leaves.
 - **Gameplay, Obsean's POV:** Obsean returns to his home. He can help the residents of District 10 in simple manual things. He notices that, District 10 being the poorest one of all, its people have a big unified community who people helps each other. It can rise the Public Opinion. He receives a call from his mother, Clara. She tells him that the party in Dia's honour will be held tomorrow and they will need Tea to do some things.
- **Act 2 – Episode 5:**

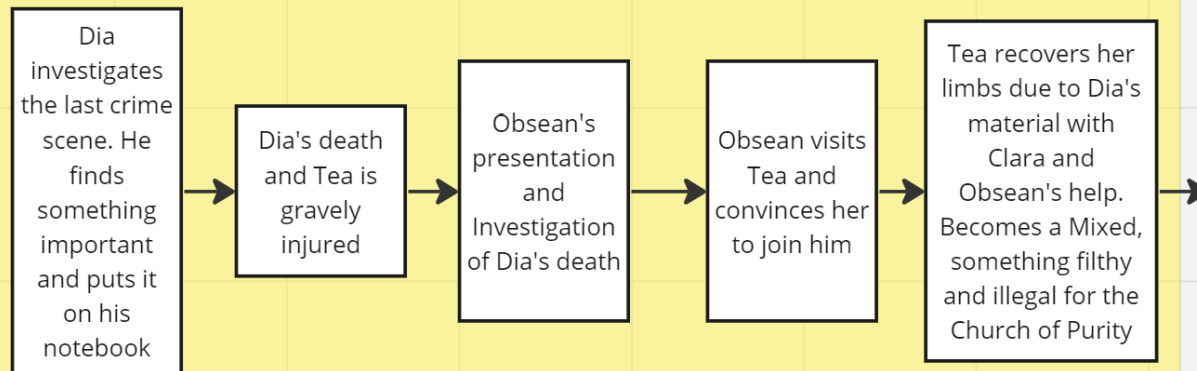
- **Cinematic, Obsean's POV:** He finds his mother, Clara. They talk about Tea and how Clara and Dia met.
- **Gameplay, Tea's POV:** Tea decides to bring Teal to class. On the way there, they notice that there are some nuns at the entrance of the school. Teal tells her that they have been coming there since the first assassination by the Mineral Assassin. The nuns try to influence the children and the parents to reinforce the fear to other Minerals and maintain the Mohs' Scale. Tea asks Teal if he can talk with other kids of school and football club to investigate if it's happening the same in other Districts. Teal accepts.
- **Gameplay, Obsean's POV:** He enters in his father's office. He takes a look around looking at Dia's documents. He finds a secret compartment in the filing cabinet. Once he opens it, he finds a big notebook that Obsean never saw. He takes a look around, seeing that the last pages are about the Mineral Assassin. He remembers that he has to ask Tea his father's notebook. He puts the notebook in the same place and hides the secret compartment so no one can find it.
- **Gameplay, Interrogation, Tea's POV:** Tea arrives at the mansion and finds Clara. She asks her if she can help to finish the last touches for tonight's party. Tea accepts. Clara tells her to go to District 5, 6 and 7 to get some things. Tea talks with people and gets some gossips related to Dia's family, M-erald, Mixcell and Michael.
 - **Dia's family:** They are bad rumours around them. They said that they are too reserved and they do not want to interact with anyone. Also, they affirm that Obsean killed his own father to get his role and get more power.
 - **Mixcell:** Rumours say that he was an orphan and was adopted by the Emerald family. Some even say that Mixcell was believed to be a Mixed by the reason that when he was little, his eyes were a little green.
 - **Michael:** It was rumoured that, since he was young, he was very greedy. His family is devoted of the Church of Purity, so he joined to become Pope. When he did, he even wanted more. He now wants to have the total control of Acquaragia using the Church of Purity.
- **Gameplay, Interrogation, Tea's POV:** Tea has to change the rumours about Dia's family for ones that are more positive than the others. Also, she has to discover who spread those rumours. It seems that the Church of Purity.
 - **Depending the way she behaves:** The Public Opinion can rise or lower.
- **Gameplay, Tea's POV:** Tea moves around the Hall Ball, offering food. She's stopped by Andarna and Vincent's mother. Tea expresses her thanks to the old woman for the keys. She says that the danger is not over.
- **Gameplay, Interrogation, Obsean's POV:** The party starts. Obsean is stopped by Mixcell. He criticizes the behaviour of the rich districts, being able to spend lots of money on lavish parties while the poor people of the lower districts do not have enough to survive one week. Obsean notices something strange in Mixcell's eyes.
- **Cinematic, Obsean's POV:** Obsean hears shouts. He gets near and sees Tea trying to pull away from Michael's grasp. Michael affirms that Tea, being the filthy Mineral she is, acts like a whore with Obsean to get what she does not deserve. Obsean denies those affirmations. Michael breaks Tea's sleeve, showing that she's a mixed.

- **Gameplay, Quick Timed Event, Tea's POV:** Tea escapes without being caught by the guards. She leaves behind her notebook.
- **Gameplay, Interrogation, Obsean's POV:** Obsean and Clara convinces Michael to keep Teal. Obsean grabs Tea's notebook from the ground.
- **Act 2 - Episode 6:**
 - **Cinematic, Obsean's POV:** Obsean talks with Teal. Teal is really worried about her brother and her whereabouts. Obsean calms him down and tells him that they will find her. Teal gives Obsean the information about the movements of the Church of Purity in Gioiellopolis' schools.
 - **Gameplay, connecting clues, Obsean's POV:** Obsean goes to his father's office in his mansion. He connects the clues, making sense of the movements of the Church of Purity and the strange sensation Obsean has of Mixcell. He receives something from his auricular. Tea is contacting him.
 - **Gameplay, stealth mission, Tea's POV:** Tea is in the outskirts of the city, contacting Obsean. She tells him that he discovered where the Assassin creates his weapons. Thanks to the owners of near warehouses, the Assassin does a lot of noise and they indicate her where his warehouse is. She has to move quietly to not alert the Assassin.
 - **Gameplay, Tea's POV:** She enters the warehouse and takes a look around. Someone from behind knocks out Tea. Obsean calls her out, but the assassin breaks the earpiece. Obsean runs towards the warehouse, calling reinforces.
 - **Cinematic, Tea's POV:** Tea wakes up, looking around. The Assassin appears and takes a look at Tea, examining her. He's surprised that his objective now is similar to him. She fights against her ties, unable to be free. Tea asks him why he did all of this. He laughs, his voice distorted by a voice changer, and explains that he has to demonstrate the world that the Mixed aren't monsters, they are. Mostly that Church of Purity, who demonises the mix of minerals and the union of different minerals. He turns on some screens showing the energy power of District 10. He has killed all the minerals, all except one, the weakest, the Talcs. If he creates a big massacre, the Mohs' Scale will collapse and the Church will be put into shame.
 - **Gameplay, Fight, Obsean's POV:** Obsean with his reinforces arrives at the warehouse of the Assassin. He has to fight some henchmen of the assassin in order to arrive where Tea is. She finds her alone and frees her. Tea tells him about the plans of the Assassin and the final clues she has to discover him.
- **Act 3 - Episode 7**
 - **Gameplay, Obsean's POV:** The police enter in the scene. They proceed to cuff Tea but Obsean stops them. Tea is now a witness and has to be treated with respect. He convinces to let her go and chase the Assassin, who is going to the M-erald energy core of District 10.
 - **Gameplay, Obsean's POV:** He and Tea goes to the energy core entrance. Tea tells him to enter while she finds a way to show the world the capture of the Assassin.
 - **Gameplay, Fight, Obsean's POV:** Obsean finds the Assassin manipulating the devices to make the core explode. Obsean stops him and fights him.
 - **Cinematic:** Tea enters in the scene with the News staff, who records the fight. Obsean takes advantage and takes off the hood of the Assassin, showing that he's Mixcell.

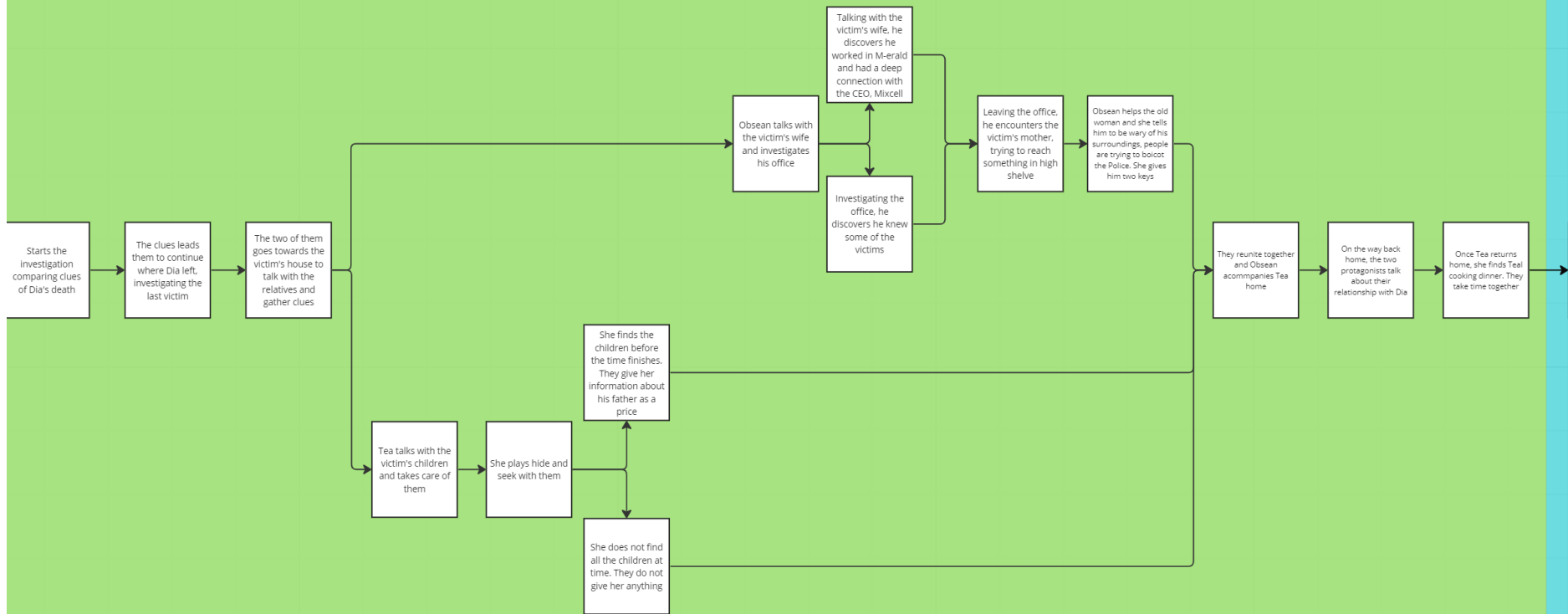
- **Gameplay, Recreate the crimes, Obsean's POV:** The recreation of the assassin and his methods and reasons to do that.
- **Cinematic:** Mixcell tells his story. That he was repudiated for being a Mixed. But the Amber family accepted him as how he was. He hides his Emerald parts with tints or paints to be accepted. He repudiated the Church of Purity, who was very violent with the Mixed, to even kill his best friend in the orphanage. When he discovered the news, he promised revenge. Obsean tells him that it's not the solution, to use innocent lives for the purpose of revenge.
- **Gameplay, fight, Tea's POV:** Tea steps in, defending Obsean. Mixcell gets angry and tries to attack them. They fight back.
 - **If Obsean and Tea have HP 0:** it can trigger a Bad Ending where all Acquaragia falls into chaos.
- **Cinematic:** At the end, Mixcell gets arrested along with his accomplices. They put the destiny of Gioiellopolis in the people's hands.
- **Endings:**
 - **Bad ending:** If the level of Public Opinion is low (Bad Ending): Michael ends knowing the identity of the Assassin, exposes the information and tries to convince the citizens of Acquaragia that the Mixed are corrupted souls that have to disappear. No matter what the protagonists do, the citizen's mindset does not change and the Church of Purity becomes the maximum authority of Acquaragia. Tea does not have any option but to flee the country with his brother to be both safe. Obsean refuses to continue being the Chief of the Police Department and leave so he does not have to obey the Church's orders.
 - **Neutral ending:** If the level of Public Opinion is neutral (Neutral Ending): Michael ends knowing the identity of the Assassin, exposes the information and tries to convince the citizens of Acquaragia that the Mixed are corrupted souls that have to disappear. The citizens do not believe him, but they do not have a wish to change the society they know. They still don't trust Mixed and they maintain their trust to the Mohs' Scale. Tea continues being a mansion of Obsean's family and Obsean maintains his job to continue his father's legacy.
 - **Good ending:** If the level of Public Opinion is high (Good Ending): The Church of Purity doesn't know anything about the Mineral Assassin. The information gathered by Tea helps to put in doubt Michael and the Church, making the citizens doubt or despise the Mohs' Scale and its division, including the illegality of the Mixed. Acquaragia deposes the division and accepts the Mixed, letting all the Minerals have the same rights and opportunities. Obsean continues being the Chief of the Police Department and Tea is now his new companion, managing to enter the Police as a worker of full right.

Timeline

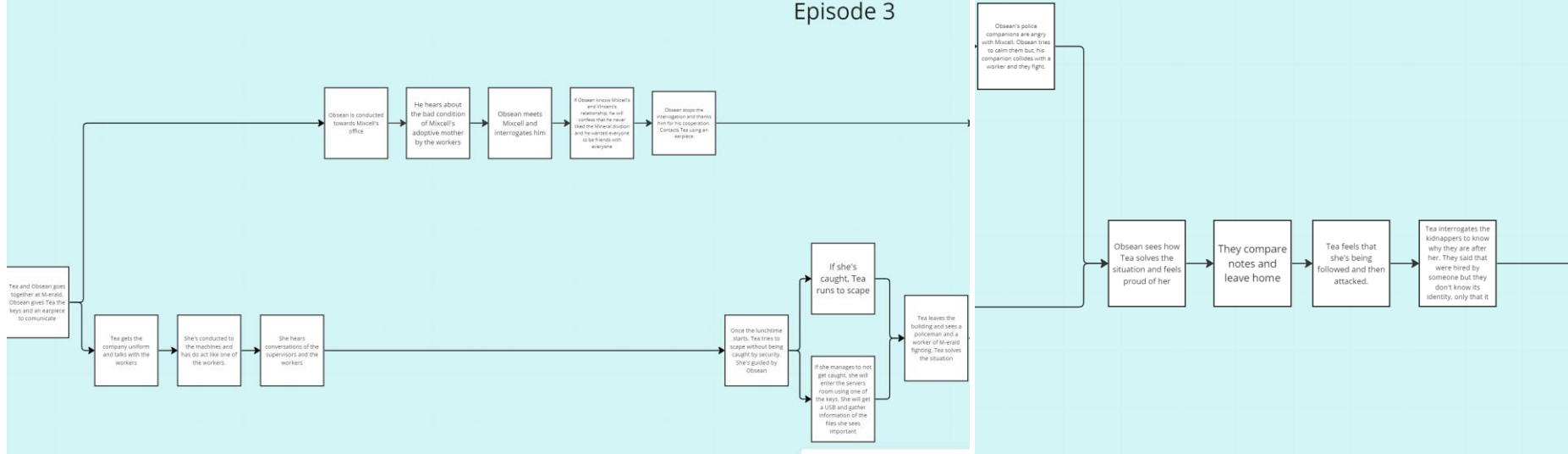
Episode 1



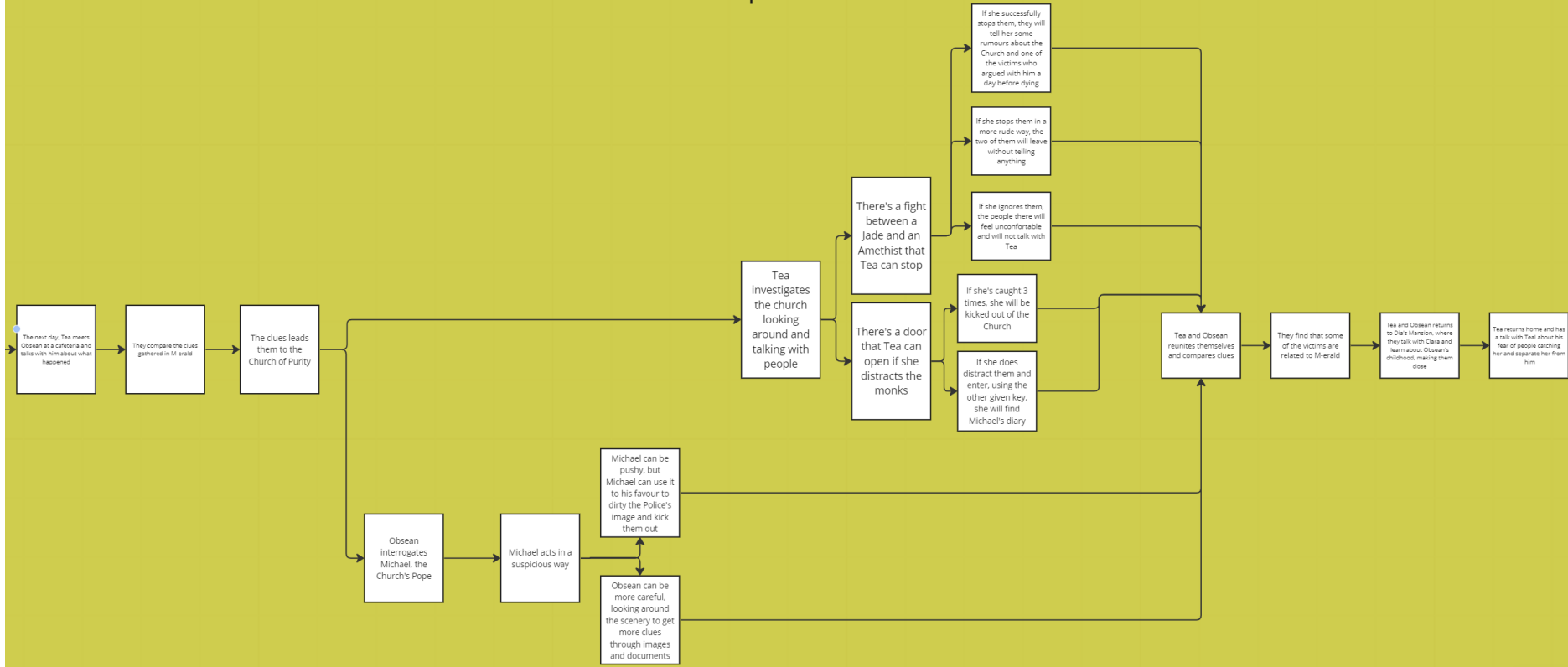
Episode 2



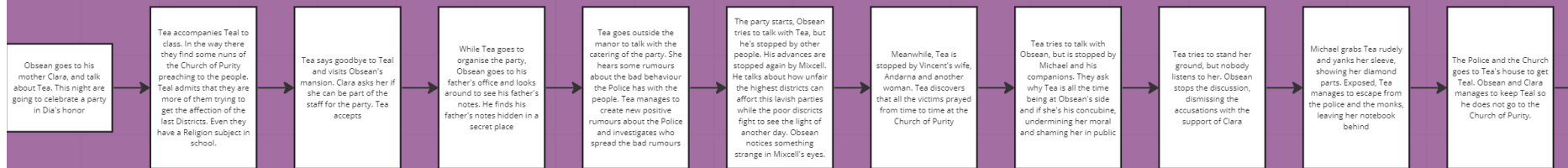
Episode 3



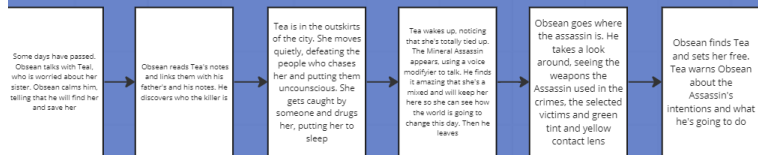
Episode 4



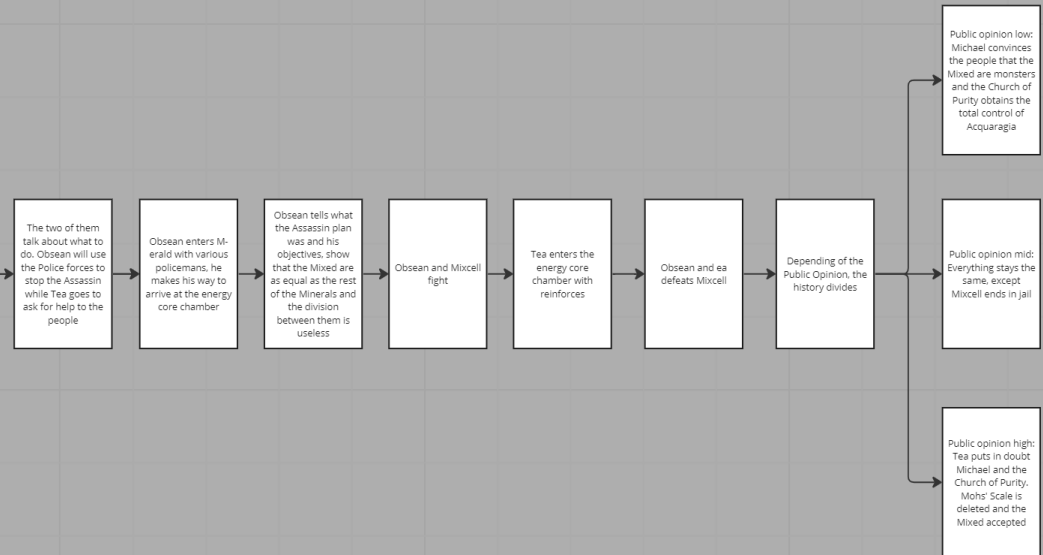
Episode 5



Episode 6



Episode 7



Mechanics

Being a mix of Detroit Becomes Human, Final Fantasy and Kingdom Hearts, Toughness scale is an investigation and an RPG game.

The investigation mechanics consist in the following:

- Moving around the crime scenes and other rooms to interact with the furniture and getting some clues.
- Talking with characters to get information.
- Doing interrogations to the suspects to get confessions and get more clues do advance in the case.
- Chasing after suspects in form of Quick Time Events.
- Writing clues in a notebook.
- Some of the choices taken will rise or lower the appreciation of the Public Opinion.
 - If the Opinion is at its lowest, the people will not trust the Police and it will be more difficult to advance in the case. It can also trigger a Bad End.
 - The more it raises the Public Opinion, the more the people will trust the police and even can trigger some good events that can help the protagonists advance in the case. It can also trigger a Good or Perfect Ending at the end of the game.

Apart of the investigation process, the game also has JRPG mechanics similar to Square Enix games.

- Big maps where the characters can explore.
- Various aesthetics. Each map has a unique aesthetic.
- Real time fight.
- Secondary cases and small events.
- Possibility to get, personalise and upgrade weapons.

Backstory

The story takes place in an alternative universe where minerals had evolved to become into an intelligent humanoid species, the Minerals. This new species has been developing themselves, creating an advanced and modern society.

Centuries passed and with them, countries were formed. Now there are various states, but Acquaragia is the biggest of them all, being Gioiellopolis its capital. It is stated that Acquaragia was where the first Minerals appeared, making the country a place of cult and the Cult of the Purity is established. Nowadays, this country is one of the various states where they use the Mohs' Scale to structure their population to make them safe.

The origins of the division among Minerals date back centuries ago, where the Church of Purity established this division, called Mohs' Scale, to preserve the purity of the Diamonds and protect the weak from being hurt from other Minerals. Not only is used to demonstrate the strength of the Minerals, it also shows that the mix of different types of Minerals, the Mixed, can be unpredictable and cause problems that can deconstruct the society, putting it into chaos.

The creator, Mohs, was the creator of this method and the founder of the Church of Purity, who follows and spreads his teachings around the world. Nowadays, the Church of Purity is the most

practised religion on Earth, establishing this social division in a big part of the countries around the world.

Setting

The time it happens is in 2024, at the city of Gioiellopolis, the capital of Acquaragia, the biggest country in Earth. There, the city divides itself by 10 districts, where the number of the hardness the mineral has determines where it should be. The first districts, 1 to 3, are the strongest among all Minerals and have the most opulence of life. Meanwhile, the last districts, 9 and 10, are the weakest and live in the worst way possible. The ones between them are the Middle Class where they live a normal life.

The actual division of Minerals is the next one:

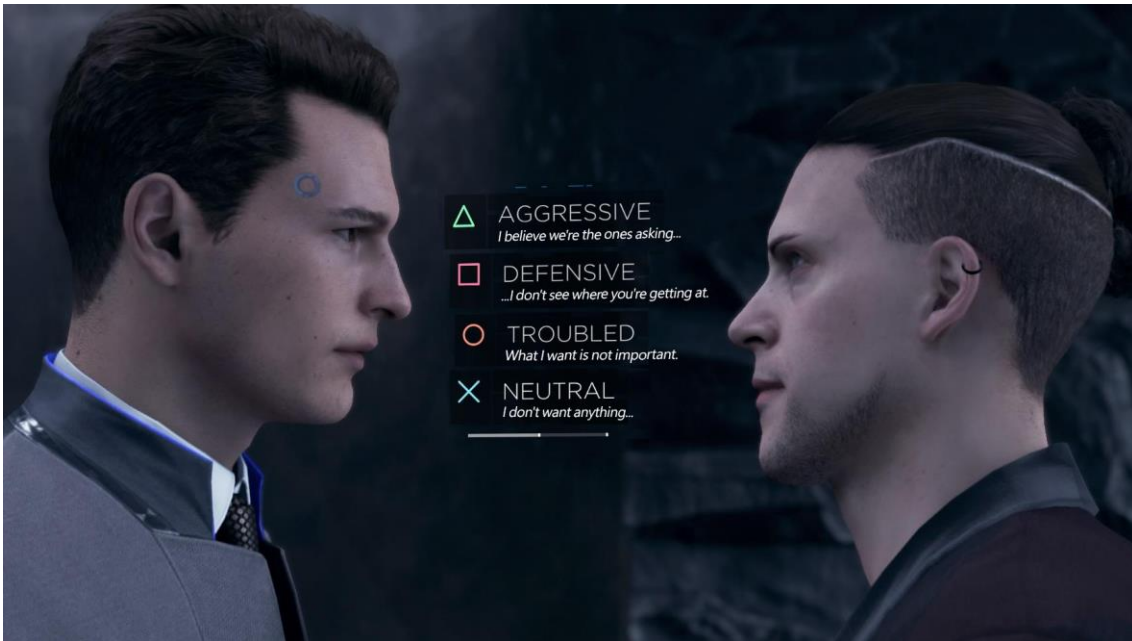
- Toughness 10: Composed by Diamonds, District 1.
- Toughness 9: Ruby, Sapphire and Corundum, District 2.
- Toughness 8: Alexandrite, Aquamarine, Topaz, Beryl, Chrysoberyl, Emerald, Pezzottaite and Ruby spinel, District 3.
- Toughness 7: Cat's Eye, Agate, Amethyst, Ametrine, Andalusite, Aventurine, Axinite, Bloodstone, Carnelian, Cassiterite, Tourmaline, Citrine, Chalcedony, Danburite, Garnet, Hawk's Eye, Tiger's Eye, Quartz, District 4.
- Toughness 6: Orthoclase, Albite, Amazonite, Amblygonite, Feldspar, Labradorite, Benitoite, Cassiterite, Clinohumite, Epidote, Hackmanite, Hematite, Jade, Jadeite, Jasper, Lapis lazuli, Moonstone, Opal, Prehnite, Pirita, Garnet, Sardonix, Sillimanite, Spectrolite, District 5.
- Toughness 5: Apatite, Chromium Diopside, Enstatite, Eudialyte, Hemimorphite, Scolecite, Smithsonite, Sphene, Turquoise. District 6.
- Toughness 4: Fluorite, Ammolite, Aragonite, Azurite, Coral, Cuprite, Dolomite, Ekanite, Malachite, District 7.
- Toughness 3: Calcite, Mother pearl, Pearl, Seraphinite, Baryte, Howlite, Lepidolite, Verdite, District 8.
- Toughness 2: Plaster, Amber, Chrysocolla, Cinnabar, Crocoite, Proustian, Realgar, Selenite, Vivianite, District 9.
- Toughness 1: Talc, District 10.

The last districts have a low-quality life: the streets are not very clean; the people fight to survive and their access to basic supplies is limited. But they have a community feel and they take care of their people.

Meanwhile, the most high-ranked Districts have a superiority complex towards the rest of Minerals, feeling that their toughness makes them more powerful than them. They try to impress the others and demonstrate their power in the form of luxurious cars and big mansions. There's an internal competition to show who is the 'purest', the most perfect of them all.

Interactive Dialogues

The dialogues will be branched from time to time, giving the story more interactivity and making it replayable. The way of showing the options will be similar to Detroit Become Human.



When the character can decide something, the options will be shown attached to the buttons that will activate the action chosen. In normal choices there won't be a timer.

However, if there is an interrogation or a Quick Time Event, there will be a timer where the player has to decide an option.

The choices made will have an impact in the history and with the relationships the protagonists have, even between them. They can rise or lower the Public Opinion, crucial in the game to accomplish a Good or Bad Ending. The higher is the Public Opinion level, the easier will be to access to especial areas and get the Good Ending.

Due to the interactive choices this game has, it makes the history a Bottleneck history. Even with the choices made, there will be the same common point in the history where the players have to cross.

Dialogue of Introductory cinematics

1. THOUGHNESS SCALE: DISCRIT 9

EXT./NIGHT

CHARACTERS: Dia, Policeman 1, Policeman 2, Criminal investigator

Dia arrives at the crime scene to know about the crime, get clues and interrogates a witness of the crime. It introduces the interrogation and the option choosing mechanics.

A crime scene in a rainy middle of the night, the street lights are on except one, which is flickering from time to time. In a side of the street, there are various police cars surrounding a crime scene with his blue and red lights blinking. The limits of the crime scene are delimited by a yellow ribbon which says "CRIME SCENE DO NOT CROSS" in black capital letters. There are people surrounding the area: curious and media reporting in site. Inside the area, is a corpse of the victim, an Amber, that his form is marked with a white chalk line. All around the area we can find lots of numbered yellow marks that indicate the potential clues for the case. Various agents, medical examiners and members of the Criminal Investigation are inside and outside the delimited area, gathering clues, examining them or studying them. Another police car gets closer to the area and the driver gets out, revealing to be DIA, the actual Chief of the Police Department in Gioiellopolis. He gets inside the crime scene and talks with POLICEMAN 1, who gives the first some papers with the crime details.

POLICEMAN 1

(Sighs.) Again, sir. Seems the Mineral Assassin managed to get another victim.

Dia reads the papers while Policeman 1 continues talking, looking at the corpse with his hands on his hips.

POLICEMAN 1

It's the third this month. He doesn't seem to stop soon.

Dia stays at one page.

DIA

An Amber, a nine in the Mohs' Scale, District 9.

POLICEMAN 1

All the victims vary of age and Mineral. That monster even killed a child.

DIA

(Thinking out loud) All of them are different Minerals... He does not repeat a Mineral type. There's no more than one victim of each Mineral.

POLICEMAN 1

A crazy serial killer then?

Dia lifts his eyes from the papers and looks at Policeman 1, giving the papers back to him.

DIA

Better not rush into conclusions. I'm going to take a look.

Policeman 1 nods.

POLICEMAN 1

Oh, yes. Before that. Cassie! Come here!

Cassie, the POLICEMAN 2, goes to them. She looks at his companion.

POLICEMAN 1

Chief, Cassie was here the moment the crime happened. Cassie, do you mind if the chief asks you some questions?

Policeman 2 looks at Dia, then to Policeman 1 and then to Dia, looking slightly nervous.

POLICEMAN 2

(Stutters.) No, I do not mind.

Dia offers his hand to Policeman 2, which she reciprocates, shaking his hand back.

DIA

(Chuckles a little.) Do not worry. I don't bite. Not much at least.

Policeman 2 is taken a little back, but she recovers soon, chuckling a little and relaxing a little bit. They separate their hands. Policeman 1 smiles a little, but recovers soon. Dia takes out his notebook and a pen, ready to write the testimony.

DIA

(Sighs with a smile.) Okay, shall we start?

POLICEMAN 2

(Nods.) Yes.

The cinematic shows a tutorial of how the interrogations work. We can see three options we can choose: "WHERE SHE WAS", "WHAT SHE SAW" and "THE ASSASSIN". Later, it appears more options: "TYPE OF MATERIAL" and "THE FOOD SELLER".

If we choose the option "WHERE SHE WAS":

DIA

Where you were at the moment of the crime?

Policeman 2 closes her eyes for a moment, brows furrowing. Moments later, she opens her eyes and looks at Dia.

POLICEMAN 2

(Signals a food post at the other side of the street.) I was at that hot dog post. I was taking a break to eat something so I didn't have my stomach growling all night. Then the crime happened and I went to inspect it. I also was the one who call for reinforces and the ambulance.

Dia hums in thought, writing.

If we choose "WHAT SHE SAW":

DIA

(Hums.) Did you see the crime happening?

POLICEMAN 2

(Shakes her head.) No sir. I wasn't facing them the moment it happened. When I heard the victim's scream, I turned around and saw the corpse falling to the ground and the assassin standing in front of it.

Dia hums in thought, writing.

At the end of this option, it opens the option "THE FOOD SELLER".

If we choose "THE ASSASSIN":

DIA

Did you manage to see well the assassin?

POLICEMAN 2

He was at the other side of the street where I was, so I couldn't see him very well. Also, the light here is not very strong, so it was difficult to see him very well.

DIA

If we asked you to describe him so we can do a robotic portrait, your version could be reliable?

POLICEMAN 2

(Hums.) I think yes. Not totally reliable, but it would be very close.

DIA

Care to describe him to me then?

POLICEMAN 2

Of course. Let me think...

She pats the ground with her shoe, crossing her arms and looking at the ground while thinking. She gasps and puts straight, looking at Dia in the eyes.

POLICEMAN 2

He has a complexion of a man. The light and the distant didn't help me a lot, but he seemed strong and looked tall to me.

Dia hums in thought, writing down the description of the man.

DIA

Any more details?

POLICEMAN 2

(Hums in though.) He wore a big grey hoodie, a black jacket and black fit pants. He also wore black sneakers.

DIA

You could see his face?

POLICEMAN 2

No... It was covered by his hood. But I saw something strange on him.

DIA

What it was?

POLICEMAN 2

His hood had some green paint stains in the hood.

DIA

Paint stains? That's strange...

Dia hums in thought, writing. He remarks the paint stains in his notebook.

At the end of the option, it opens the option "TYPE OF MATERIAL".

If we choose "TYPE OF MATERIAL":

DIA

By chance, did you saw what Mineral was he?

POLICEMAN 2

With the hood covering his head, it's difficult to know what Mineral is he. But...

DIA

(Inquisitive.) But?

POLICEMAN 2

For a moment, I thought he was an Amber like the victim. Don't ask why, it's a feeling.

DIA

I see...

Dia hums in thought, writing the supposed Material of the culprit.

If we choose "THE FOOD SELLER":

DIA

You said before that you had your back turned from the assassin. But did the vendor saw anything?

POLICEMAN 2

(Humming.) Honestly, I don't know. Like I said, I noticed the crime the moment I heard the scream of the victim. But maybe he knows something.

Once all the questions are asked:

Dia puts away his notebook and pen and looks at Policeman 2.

DIA

Okay miss. That would be all. Thank you for your collaboration.

POLICEMAN 2

(Nods her head.) It was a pleasure Chief Dia.

Policeman 2 salutes Policeman 1 and leaves. Dia faces Policeman 1.

DIA

I will talk with the vendor. Thanks for the witness.

POLICEMAN 1

It was a pleasure. Talk to me if you have new clues.

Dia nods at him, saying goodbye to him. He got stopped by the arm. Dia turns towards the person grabbing him, being face to face of a CRIMINAL INVESTIGATOR.

CRIMINAL INVESTIGATOR

(Huffing for running.) Sorry sir Dia. But you have to see this.

The Criminal Investigator hands him a scrapped notebook. Dia takes it and opens it, finding the list of victims of the Mineral Assassin.

DIA

So, it's his plan book...

CRIMINAL INVESTIGATOR

That's what we thought. As you can see, there's the victims' names, their descriptions and what District they form part with their Mohs's Scale.

The Criminal Investigator signals him every victim.

CRIMINAL INVESTIGATOR

But, as you have noticed, there are two Materials that weren't killed.

Dia flips the pages until he finds something. He contains his breath, finding the profile of the maid, Tea.

DIA

(Inhales sharply.) A Talc and a Diamond.

CRIMINAL INVESTIGATOR

(Nods.) Exactly.

Dia takes a long breath to calm himself down. Then returns the notebook to the Criminal Investigator.

DIA

Okay. We have to protect the Talc. It is our priority now.

The Criminal Investigator grabs the notebook and nods.

CRIMINAL INVESTIGATOR

I will talk with the cops.

The Criminal Investigator leaves. Dia gets out of the ribbed zone, dodging the reporters while excusing himself. Once he escapes the media reporters, he goes towards the stand vendor.

DIA

Let's see what he has to say...

END OF SCENE

PUZZLES

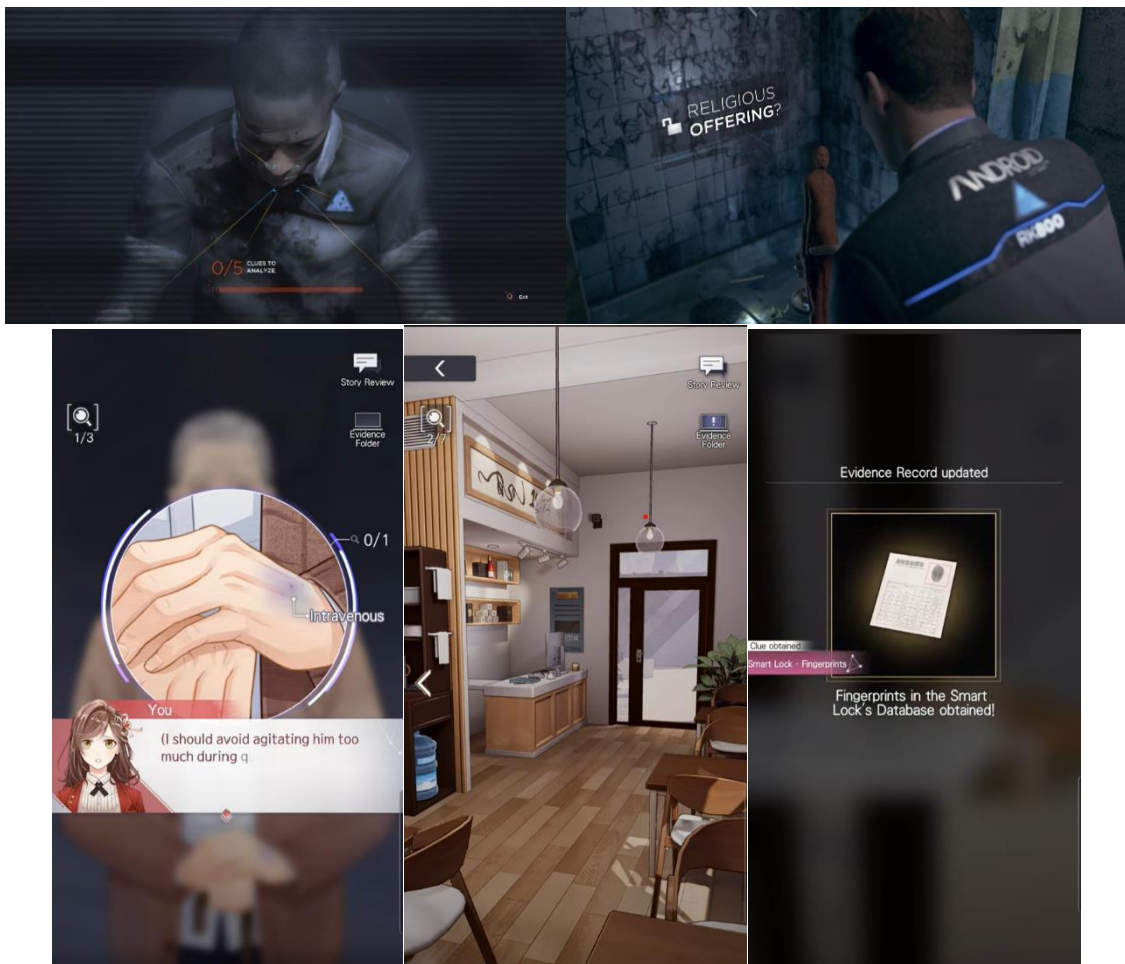
Investigation

The first puzzle that appears when the game starts is the interrogation puzzle and the clue gathering through puzzle and interacting with objects. The gathering of clues helps to advance the case and the history, leading the player towards new clues and advances to the case.

The investigation process is similar to Detroit: Become Human or Tears of Themis. We can take a look at individuals to get clues like ticks they have or the things they have or wear. We can inspect an object closely to find something strange that makes it a clue.

Talking and interrogating people can help us get information. We can choose the questions and the attitude towards them. Also, we can inspect how they act from the questions asked to see if he acts suspiciously.

The clues gathered will be kept in the notebook of the character and the player can see it whenever he wants to. Once all the clues are gathered, the game will lead the player to finish the case, but he can finish it whenever he wants to, risking the Level of Public Opinion, the Affinity level of some characters and to get a good final of the game.



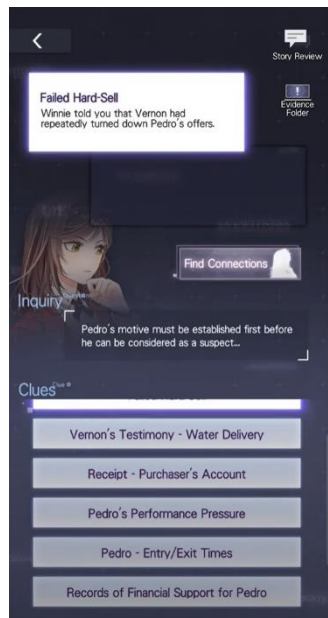
Being the first puzzle of the game, a tutorial will appear to show how the controls work and to teach the procedure to advance in the case. It will show how to interact with the objects, talk with people and search for clues. The tutorial has to be understandable and easy to learn, so the player knows how to do it in the future.



Connect clues

When the clues (testimonies, objects, recordings, etc.) are gathered and put in common between the two protagonists, they will try to connect them to understand the behaviour of the Mineral assassin. With the notes gathered from the two of them, they will try to create a common thread to know how he acts, where he moves, and how he creates his weapons.

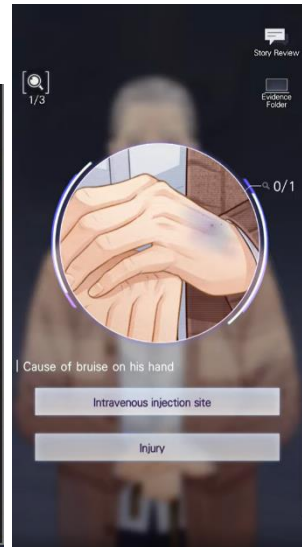
The procedure is simple. The list of clues gathered by the two protagonists will be shown. The player has to choose two of them to see if they correlate. If it does, the relation can solve part of the crime that is investigated by the moment. If it doesn't the player can still try to use other clues to search their correlation.



Reconstruction of the crime

The last puzzle will be the one who gets the resolution of the game using the clues and conclusions gathered during all the game. As reference, we can use the systems of clue relations that have Danganronpa and Tears of Themis.

The procedure would be like this: The clues gathered and the conclusions of the cases of each chapter are put in common to form a visual comic to understand how the assassin acted and killed the victims and know who he is. The clues that weren't gathered and the conclusions that weren't reached will not appear, making the puzzle more difficult and impossible to complete. The blank spaces can be fulfilled with guesses, that can be correct or not.



HUD

The playable HUD will have a design similar to Marvel: Spider-Man and Kingdom Hearts. To show it in a more specific way,



Like these two HUDs, the playable HUD will have a lifebar, an ability bar and the abilities available for them. It also will have the lifebar and ability bar of the allies while fighting. During combat, a crossbow will be set on the character the player is fighting against that we can change with a command. If the character or our ally is hit, the lifebar will lower. The same with the ability bar, if the character we control or the ally uses a special ability, its respective bar will lower.

If we get close to an interacting object or character, a crossbow will appear on the element with the button that does the interaction to show the player that he can interact or talk with the element.

The objectives will appear on the left extreme of the screen and if the player sets the mission, the objectives will remain there until the mission is accomplished.

When a paratext appears, a tutorial text on the first stages of the game, the HUD will be clear, the game world frozen, and the text will be shown with some indicators of how to do what the text says. It would be similar to how Marvel's Spider-Man does.



MAPS

World Map

Gioiellopolis, capital of Acquaragia, is a big city situated in a big peninsula.

Acquaragia is the biggest country in the world. Its limits are the countries of Al-Asim Lands and Lázuli and the sea. Apart from these countries, Acquaragia is surrounded by the sea.

Acquaragia has lots of different climates and that offers a big biodiversity of plants and animals. Thanks to that, the country is known to be the biggest natural resource in the world, offering a big variety of medicinal plants, an extensive fauna and a big petrol operation.

Being a big country with lots of unique and big resources, it has commerce relationships with other countries, being the country islands, Cher, Fiore, Malek, Blossom and Kakashi its principal clients.

Acquaragia is not only known by the enormous that are its lands, it's also known by being where the Church of Purity was founded by Mohs. This religion was adopted by the country and extended in some parts of the world, gathering more followers day by day.

Nowadays, the Church of Purity is one of the most practiced religions in the world, but any country apart from Acquaragia has adapted the ideas it brings to its laws. To add, even some countries had affirmed that the beliefs it brings are negative to the population, creating a socioeconomic division to the Minerals, going against the Universal Mineral Rights approved 50 years ago.

Even though Acquaragia denies that the Church goes against the rights of the inhabitants, the reality is the opposite. The weakest Minerals are marginalised in a socioeconomic way. Being the base and numerous, they fight to survive and accept even the most degradant jobs in order to bring home something to eat for their families. Being the poorest and having a low life level, they want to leave to other places where the Church doesn't have influence in their daily life and can live like the rest of the Minerals.



Gioiellopolis Map (with districts)

Gioiellopolis, capital of Acquaragia, is a big city situated in a big peninsula.

Being situated near the sea and having a nice weather, the capital is an attractive place for vacation. And not only is a very visited place by millions of people for year by his weather, it's also the crib of the Church of Purity, the religion most practiced of the world.

Like the rest of Acquaragia, Gioiellopolis adapts the Commandments of the Church in its streets. The disposition of the city's districts is divided by the Mohs' Division. The strongest Minerals form part of the first districts, and the weakest ones to the last districts.

At the outskirts of the city there are some crops and salt mines where the people of District 10 and 9 tend to work.

At the centre of the city, being the District 1, is where the Town council and the country Institutions are located. Its workers are Minerals from District 1 and 2.

The Districts 3 and 4 work as Public Functionaries for the state or work in high positions in all type of enterprises.

The remaining Districts, being medium class, work in medium-lower workplaces. Some lucky ones, even have the opportunity to found new shops, thanks to the funding of high rank Minerals, in the esplanade or the commercial street, places where the rent is very high.

