Top Down   2D   Narrative-driven   Hidden Objects

The Bottschild Affair

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A High-Stakes Detective Story

During a lavish party at the Bottschild Estate, tension escalates as billionaire Alexander Bottschild is found murdered. The myriad secrets held by every family member and guest create **LAYERS** of intrigue, intensifying the atmosphere of suspicion. Players are drawn into this thrilling environment where every interaction could unveil essential clues.

Dynamic Suspicion & Character Depth
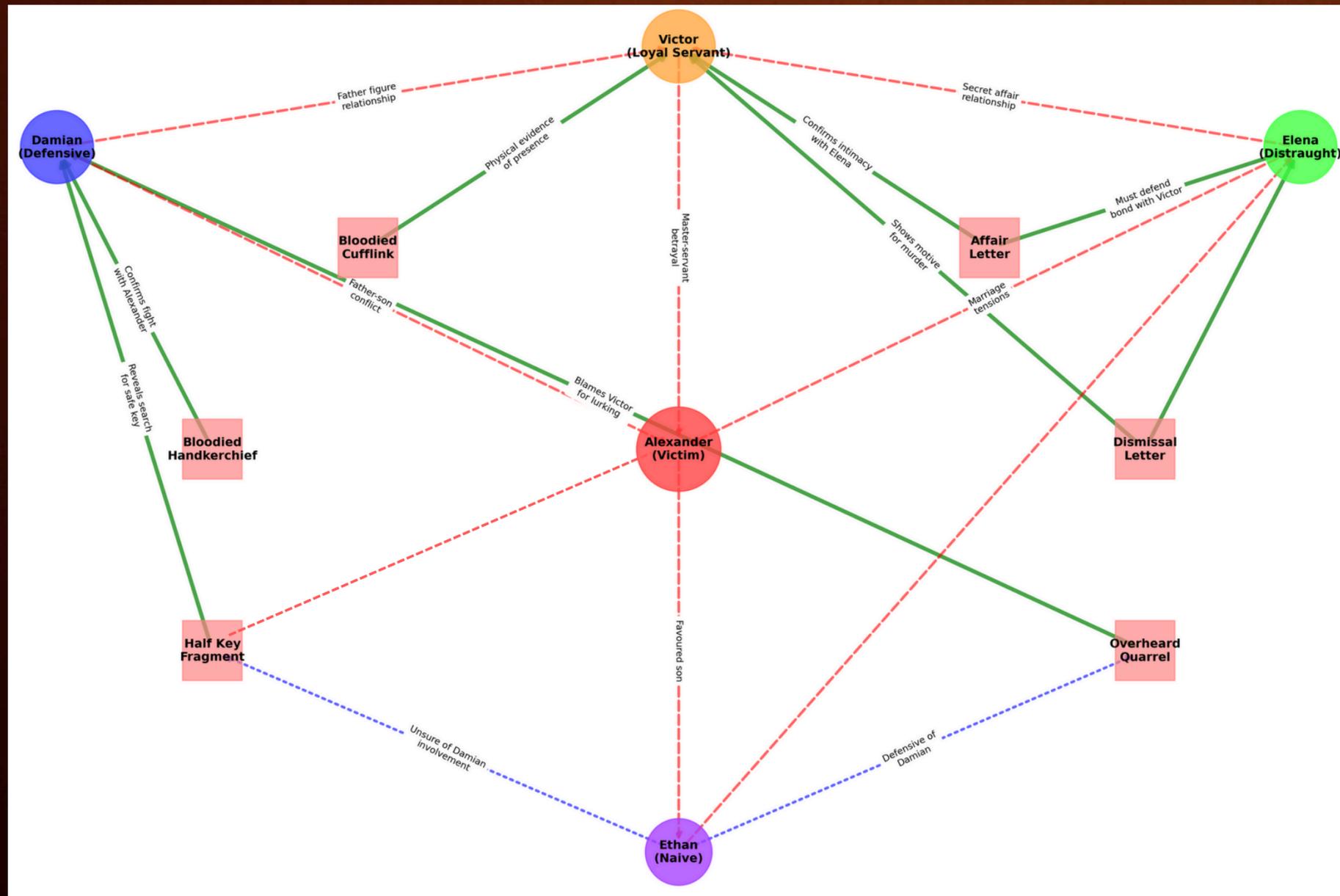
As the **investigation unfolds, suspects exhibit shifting tones and behaviors, mirroring real human unpredictability**. AI-driven dialogue enriches the experience, ensuring that **no two investigations are alike**. This dynamic interaction fosters a social experience that evolves, keeping players engaged and invested as they unravel the mystery.

Emotional Hook of AI NPCs

The narrative is ingeniously designed to ensnare players with its emotional depth. AI-driven NPCs evolve beyond static entities, providing **responses that reflect their emotional states, thereby enhancing engagement**. This various interaction model ensures that players feel connected, as the NPCs react and adapt to their choices, creating a truly immersive gameplay experience.

AI-Driven NPC System

Our NPC system is powered by advanced technology that tracks emotional states and adapts in real-time. Utilizing **Quen 2.5 enables NPCs to remember player interactions & contexts,** ensuring a personalized experience each session. This dynamic relationship transforms NPCs into co-players, enriching the mystery with layers of interaction that mimic real human behavior.

JSON-Based AI Parsing

The use of JSON for AI parsing guarantees structured and safe outputs, optimizing how NPCs engage with players. This method enhances interaction while maintaining a robust framework that ensures consistent quality. **By employing this strategy, NPCs can provide varied and engaging dialogues**, keeping the gameplay fresh and exciting through every encounter.

Custom Game Engine

Developed with a React 18 and TypeScript frontend, our custom game engine boasts modular class-based systems that facilitate scalability. With **an HTML5 Canvas engine** capable of maintaining 60+ FPS, it ensures a fluid gaming experience. This cutting-edge tech stack allows for seamless AI integration across diverse game environments, bringing richness to the player's journey.
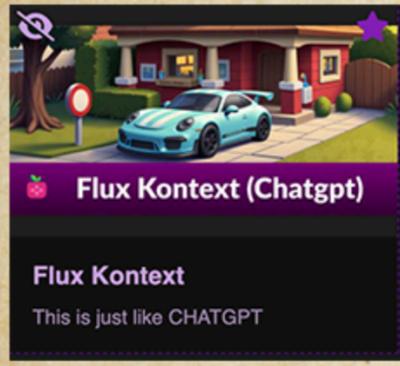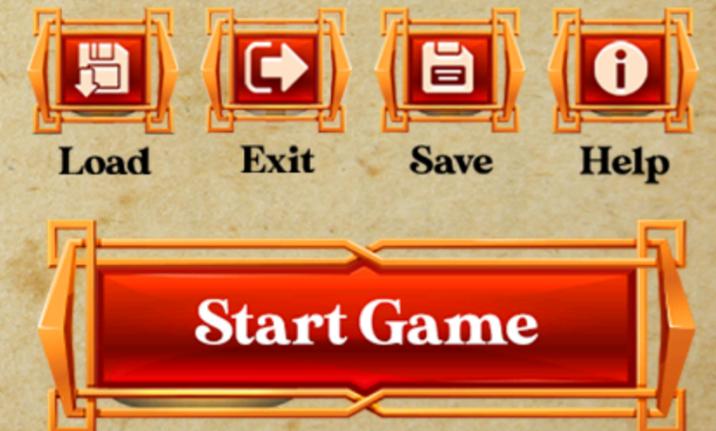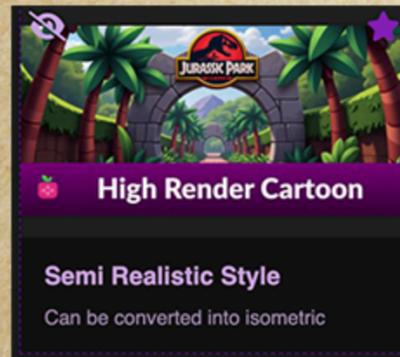
Pixel Art Character
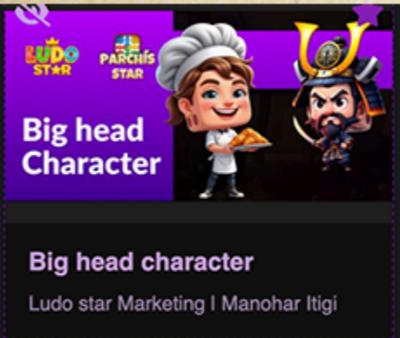
Character sheet

Logo, Background, UI

The Bottschild Affair

Load   Exit   Save   Help

Start Game

Monetization & Scalability

AI NPCs allow infinite replayability with new dialogue each run.
Level + Story Editors = internally generated levels and gameplay at minimal dev cost.
React + AI = scalable, cross-game integrations into existing live-ops loops.
Gendered, emotionally **adaptive bots open new monetisation vectors** — from unique story arcs & interactions, cosmetic tie-ins, to engagement-driving events.

Thank you!

Questions?