



Top Down

2D

Narrative-driven

Hidden Objects

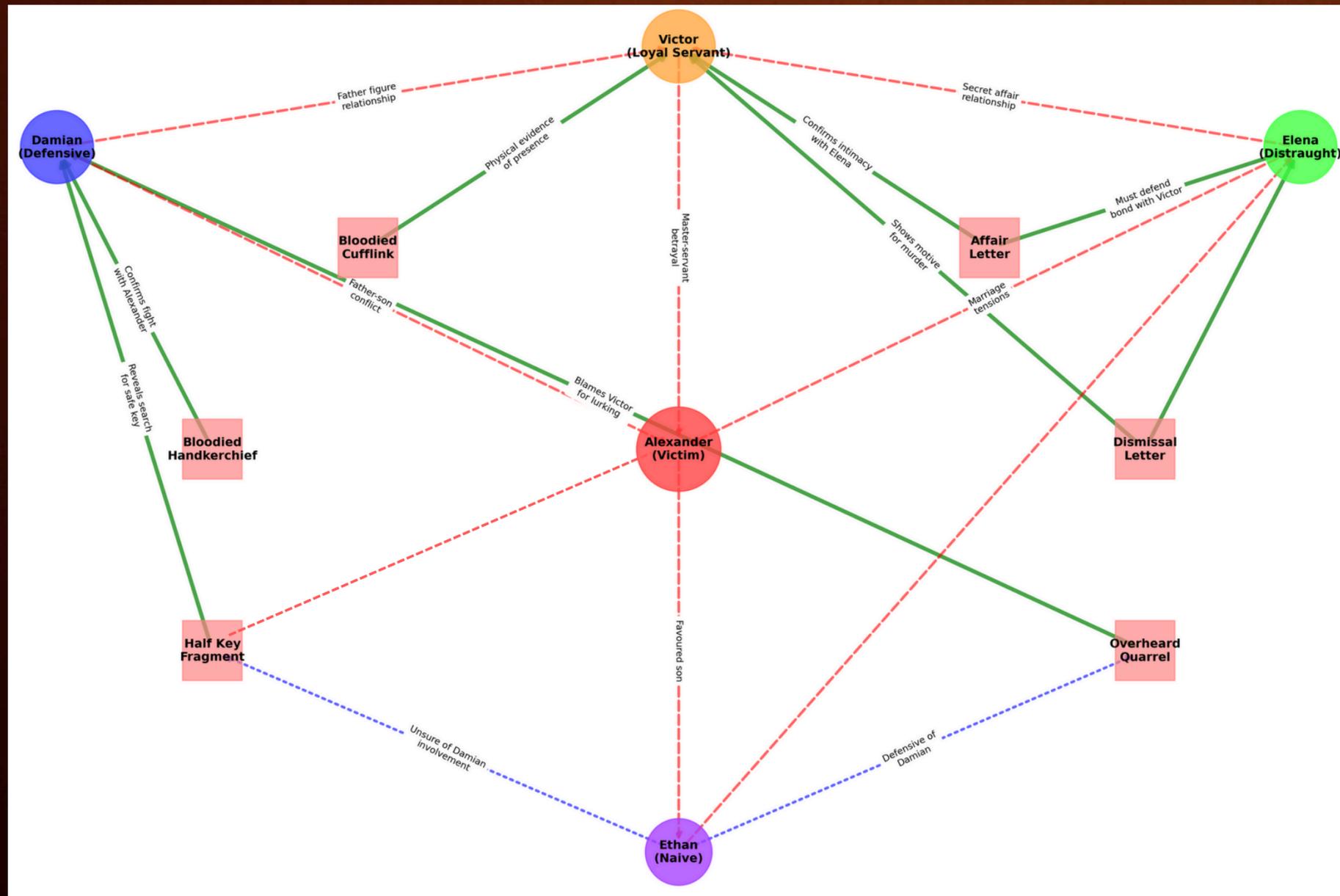
The Bottschild Affair

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

Context Engine :: Story Editor

Player State Array (JSON)

```
[
  {
    "id": 1,
    "name": "John Doe",
    "facts": [
      "Loves coffee",
      "Works as a barista",
      "Has alibi for 8-9 PM"
    ],
    "behaviouralState": {
      "anger": 2,
      "sadness": 3,
      "fear": 1
    },
    "previousConv": [],
    "maxConversationHistory": 8
  },
  {
    "id": 2,
    "name": "Jane Smith",
    "facts": [
      "Enjoys reading",
      "Lives alone",
      "Was at library"
    ]
  }
]
```

Game State (JSON)

```
{
  "storyContext": "A murder mystery game where Alexander Bottschild was found dead in his mansion at 10 PM. Players are being interrogated by a detective to find the killer."
}
```

Message from Detective

Where were you on the night of the murder?

Player ID

1

Generated Prompt

You are John Doe in a murder mystery game. You are being interrogated by a detective about the murder of Alexander Bottschild.

****Story Context:****
A murder mystery game where Alexander Bottschild was found dead in his mansion at 10 PM. Players are being interrogated by a detective to find the killer.

****John Doe - Your Character Profile:****

Your Character Facts:
- Loves coffee
- Works as a barista
- Has alibi for 8-9 PM

Your Current Behavioral State (out of 10):
- Anger: 2
- Sadness: 3
- Fear: 1

****Detective's Question:**** "Where were you on the night of the murder?"

****Instructions:****
Consider yourself as John Doe. Based on the context above, your character facts, current emotional state, and the conversation history, generate your response to the detective's question. Your response should be consistent with your personality traits, current emotional state, and the ongoing conversation.

****Expected Response Format:****
``json
{
 "behaviouralState": {
 "anger": deltaChange,
 "sadness": deltaChange,
 "fear": deltaChange
 },
 "msg": "Your response as John Doe to the detective"
},
},
}

Message from Detective

Where were you on the night of the murder?

Player ID

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Text-to-Speech Settings

Enable Text-to-Speech

Voice Selection

Emotion Settings

Use behavioral state for emotion (recommended)

Auto-detect emotion from text

Emotion will be automatically selected based on behavioral state changes (anger, sadness, fear)

Generating speech...

Load Sample Data Load Custom Data Test sendMessage

AI Response from Qwen2.5

Message: I was working at the coffee shop until around 9 PM, sir. I remember it was a busy night because we had a lot of customers. After that, I headed straight home. I didn't know anything about Mr. Bottschild until everyone started talking about it this morning.

TTS Status: Generating speech...
Voice: pNlnzfshpgDQGeFmaJgB
Emotion: Auto-detected (neutral)
Behavioral Emotion: neutral (Anger: 0, Sadness: 0, Fear: 0)

Replay TTS

Behavioral State Changes:

- Anger: 0
- Sadness: 0
- Fear: 0

Final Player States

Our NPC system is powered by advanced technology that tracks emotional states and adapts in real-time. Utilizing **Qwen 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

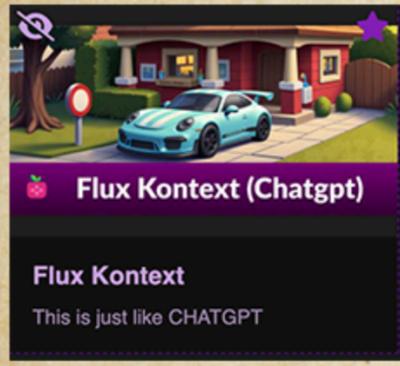
The use of JSON for AI parsing guarantees structured and safe outputs, optimizing how NPCs engage with players. This method enhances interaction while maintaining a robust framework that ensures consistent quality. **By employing this strategy, NPCs can provide varied and engaging dialogues**, keeping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



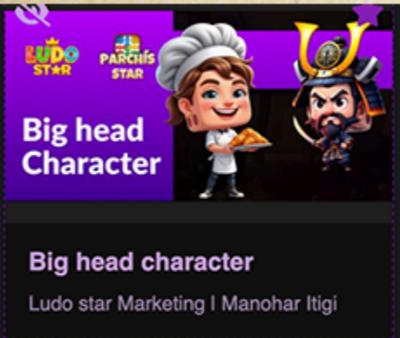
Custom Game Engine

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.





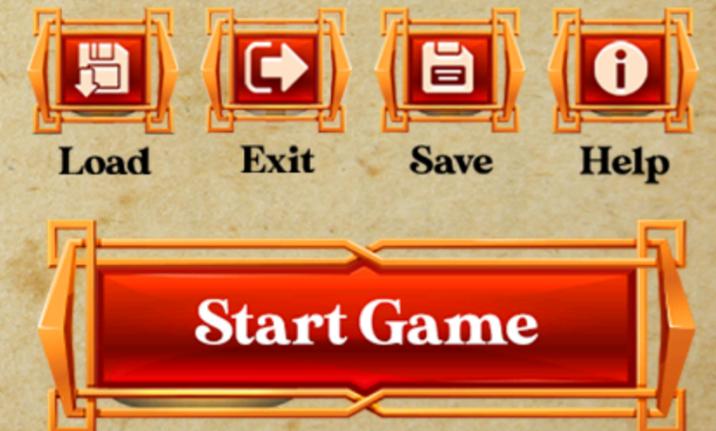
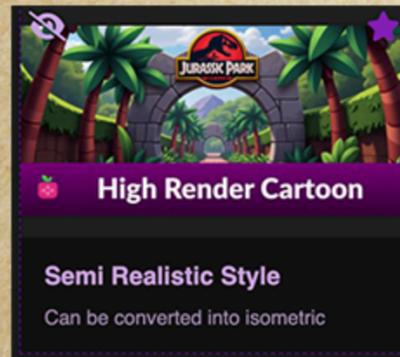
Pixel Art Character



Character sheet



Logo, Background, UI



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?

Thank you!