



Detective Game Case Building Template

What is a Detective Game?

The Detective game is a fun way for players to analyze and make judgments about information. It works well when you want learners to identify relationships, find solutions to problems, or link cause and effect. To try it out, play our [Pharma Sales Example](#).

Detective Game Components

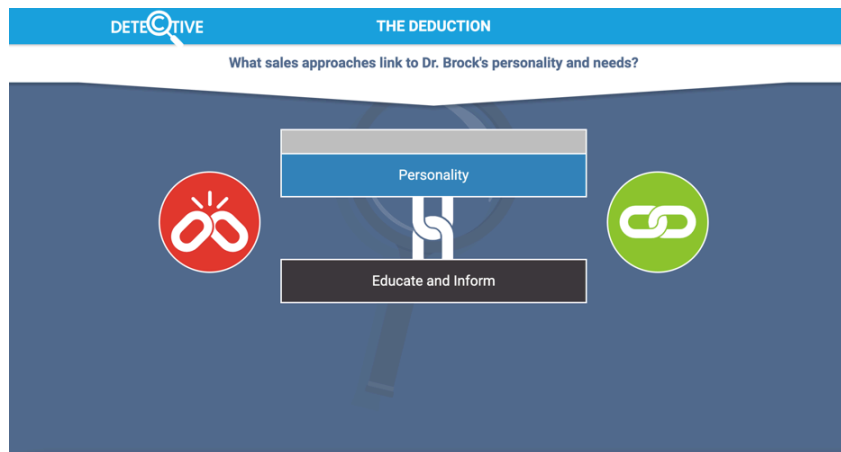
A Detective Game includes one or more Cases for players to solve. For each Case, players review three key pieces of information:

1. Case Description
2. Evidence
3. Suspect(s)

Then, players complete a matching activity, as illustrated below.

One by one, players need to correctly identify if the Suspect(s) link to the Evidence.

Based on the results of this matching activity, players make a Final Verdict: Who is the guilty party (or parties)?



The matching activity, or Deduction, is key. When you are designing the game, we recommend thinking through this part first. List out your Evidence and Suspects. Think about which ones relate or connect, and which ones don't. Each link – and non-link – should lead players to make their Final Verdict.



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Before You Get Started...

Let's answer some basic design questions.

Question 1. What is the goal of this Detective Game?

< Your answer here

Question 2. How many Cases do you want people to solve?

A Detective Game has one or more Cases. Each Case includes its own Suspect(s), Evidence, and matching activity.

< Your answer here

Question 3. Consider one Case.

What is the objective of this activity - what are players trying to do or solve?

< Your answer here

How many Suspect(s) are the “guilty party”? You have 3 options.

- **One Suspect is the “best” answer.** There are multiple Suspects, but only one of them matches correctly to the Evidence.
- **Multiple Suspects are correct.** There are multiple Suspects, and more than one of them matches correctly to the Evidence.
- **Matching only.** The focus is on the matching activity. There is only one Suspect and no Final Verdict. (See our [Fast Food Demo](#) for an example.)

< Your answer here

How many Suspects will the player have to consider (total guilty + not guilty)?

< Your answer here -- we recommend no more than 5 suspects

Now list your Evidence, and think about how each Suspect will connect to it.

< Go to the [Evidence/Suspect Linking](#) section of this template to set up the matching activity



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Game Info

First you will need to fill out some standard game settings.

Game Information. What is the name/title of this game?

< Your answer here

Game Theme. Do you want to use the standard Detective theme or create a custom theme?

< Your answer here

Game Settings. What percentage/score is required to “win” (or successfully pass) the game?

< Your answer here

Branding. Do you want to include your company’s logo or other custom graphics?

< Your answer here

Information Popup (Optional). You can add an information popup (title and body text) after the Splash Screen. This is a good way to introduce the game.

We recommend no more than 295 characters for this field.



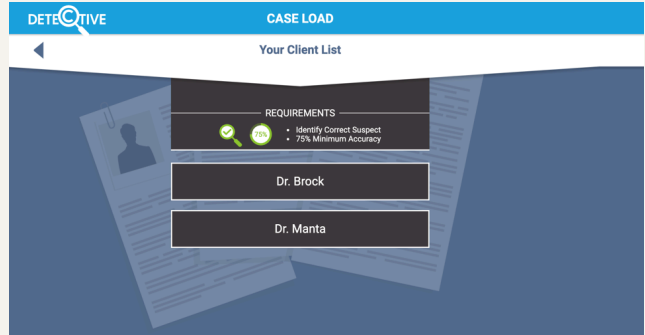
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Cases

Case Load

A game can have one or more cases, which are all listed on this screen.

Tip: If you are building a game with multiple cases, copy the “Case 1” section of this template and fill it in for each individual case.



Top Section Text. This heading introduces your list of cases.

Case Name(s). List the names of all the Cases in this game.



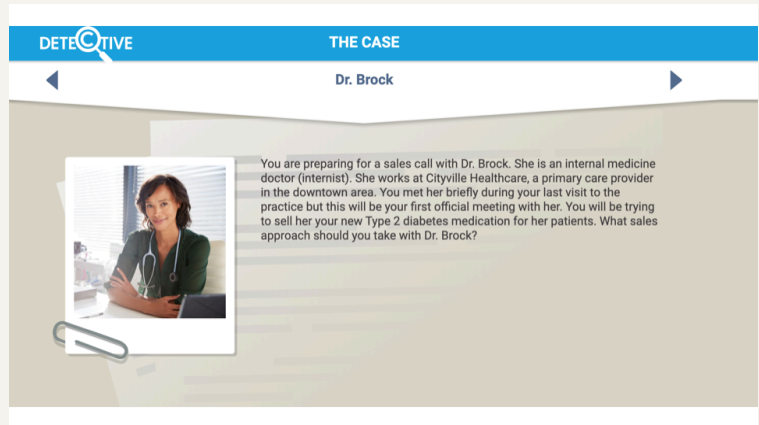
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Case 1: < Your Case Name here

Case Description

The Case Description page introduces the Case you want players to solve.

Remember: Every Case includes Suspect(s), Evidence, and one matching activity.



Top Section Text. We recommend displaying the “Case Name” here.

Body Text. Introduce the Case. For example, describe the main character and/or storyline, and specify the action or behavior you want the player to take.

Image/Video (Optional). You may include one image **or** one video on the Case Introduction Page.

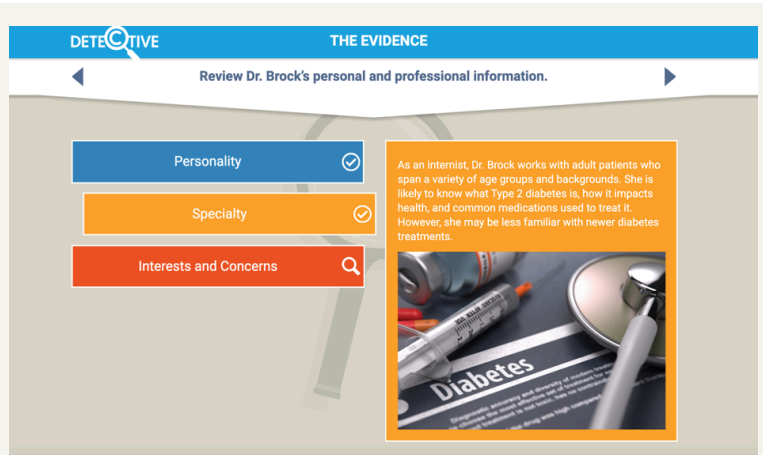


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Evidence

When you build the game, you will create Evidence items before you add your Suspects. The Suspects will cross-reference the Evidence.

Tip: Colors are a good way to differentiate between Evidence items.



Navigation. Do you want to require players to view every piece of Evidence before continuing in the game? (Free navigation vs. restricted navigation)

< Enter Answer Here - Yes or No

Top Section Text. This heading will introduce your list of Evidence.

List of Evidence. Evidence items are unlimited, but we recommend 3-5 Evidence items per Case. Each Evidence item can contain one image **or** one video file. *(Tip: If you have multiple images, you can use a photo editor to combine them into one stacked image. Remember to stack images vertically so that they show up correctly on a mobile device.)*

Evidence Name	Information About the Evidence	Image or Video?

Add more rows to this table if more Evidence is needed.



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Evidence Questions (Optional). You may select “+Add Question” to add one or two **multiple choice, single answer** questions to an Evidence item. After the player submits their choice, the correct answer will be displayed along with any additional correct/incorrect feedback you set. **(Note: Questions within Evidence items are intended to provide added thought/focus on the information, and don’t factor into the overall player score.)**

Evidence Name	Question	Answers	Feedback

Leave this table blank if there are no questions. Add more rows to this table if more questions are needed.

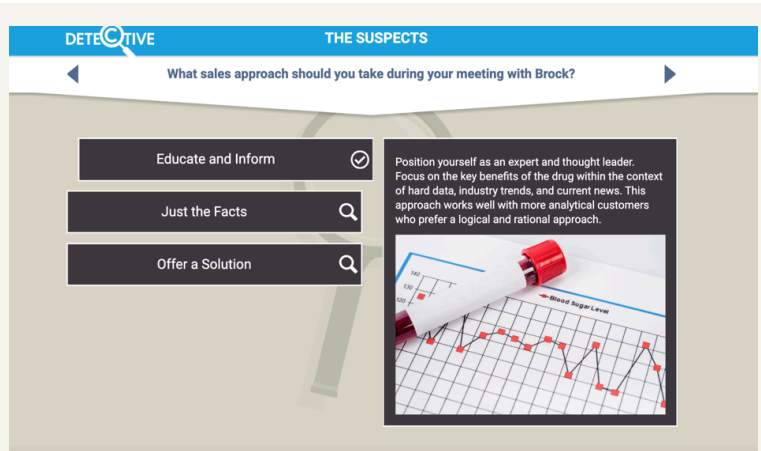


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Suspects

Next, create your Suspects.

Tip: We recommend using only one neutral color, like black, for your Suspects. Colors are helpful for Evidence, but they can be confusing if you use them too much.



List of Suspects

Navigation. Do you want to require players to view every Suspect before continuing in the game? (Free navigation vs. restricted navigation)

< Enter Answer Here - Yes or No

Top Section Text. This heading will introduce your list of Suspects.

List Suspects. Suspects are unlimited, but we recommend 3-5 Suspects per Case. Each Suspect can contain one image **or** one video file.

Suspect Name	Information About the Suspect	Image or Video?

Add more rows to this table if more suspects are needed.



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Evidence/Suspect Linking

To set up the matching activity, identify the correct answer(s) and which Evidence items correctly link to each Suspect. **Remember:** One Suspect or multiple Suspects can be the correct answer.

Correct Suspect(s). Which Suspect or Suspects is/are the “guilty party” (correct answer)?

Note: Somebody *MUST* be the guilty party for the game to move forward. So even if you only have one Suspect, you still need to identify that Suspect as the correct answer.

< Enter Suspect(s) Name(s) Here

Identify Correct Links. When you build the game, you will select “Yes” or “No” to identify if each Suspect links to the Evidence.

Tip: In many cases, the correct Suspect(s) should link to the most Evidence items, so a clear answer can be determined. However, for more difficult decisions, the correct and incorrect Suspect(s) might link to the same number of Evidence items.

	Suspect 1	Suspect 2	Suspect 3
Evidence 1	YES		YES
Evidence 2	YES	YES	
Evidence 3		YES	YES
Evidence 4	YES		

Replace the headings and move YES to the correct spaces for your content. Add more rows/columns to this table if more evidence/suspects are needed.

Identify Exclusions (Optional). If you have several Suspects and Evidence items, you may decide to exclude some items from the Deduction. When you



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exclude an Evidence item, the player will not be asked to link the current Suspect to it. This allows you to streamline the linking activity.

To exclude an Evidence item, uncheck the box under the “Include in Deduction” column. During the linking activity, the Suspect will not appear under that Evidence item.

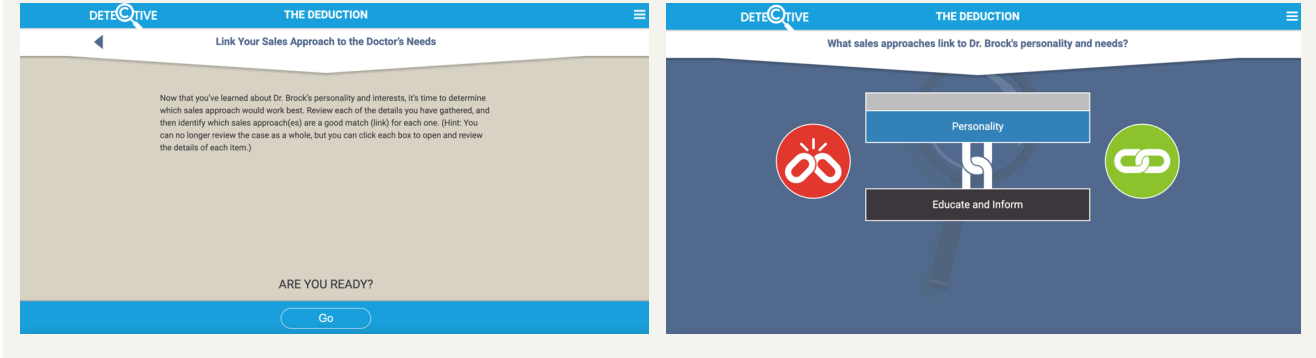
Image		Video	
PNG or JPG only. Images will be scaled to 16:9 ratio.		MP4 or URL only. Videos will be scaled to 16:9 ratio.	
Browse...		+ Add Video	
Evidence Items	Include in Deduction	Is this the correct link?	
Clue #1 - Video File Sample	<input checked="" type="checkbox"/>	Yes	▼
Clue #2 - Image File Sample	<input checked="" type="checkbox"/>	Yes	▼
Clue #3 - Generic Item	<input type="checkbox"/>	No	▼
Clue #4 - Generic Item	<input checked="" type="checkbox"/>	No	▼
Is this suspect the guilty party (correct answer)?			
Yes			
		Cancel	Save



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Deliberation (Match)

Deliberation/Match includes the text for two screens: A preliminary screen that introduces the matching activity, and the matching activity itself. The preliminary screen is text-only - you cannot include a photo or video.



Top Section Text (Introduction). This heading appears on the preliminary screen that introduces the matching activity.

Top Section Text (Linking Activity). This heading appears above the linking activity itself. It can be the same as the introduction or slightly different.

Body Text. This text appears on the preliminary screen that introduces the matching activity.

We recommend no more than 295 characters for this field.

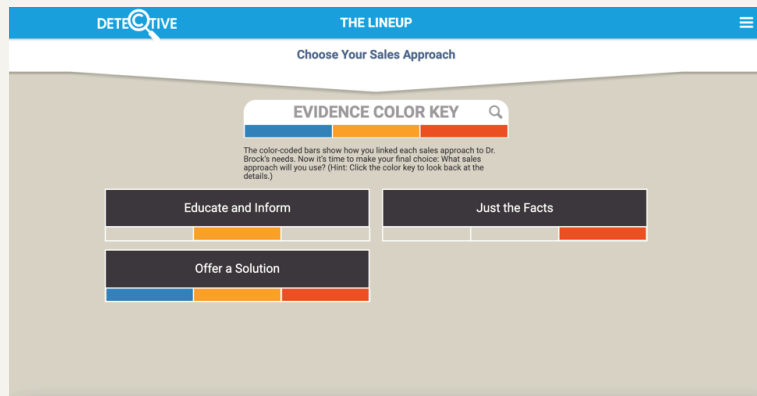


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The Lineup (Results)

The Lineup screen presents the results of the Deliberation. Players review their results, and then click a Suspect to make their Final Verdict.

Note: *If there is only one Suspect, this screen does not appear in the game.*



Top Section Text (Introduction). This heading appears at the top of the screen.

Body Text. This provides instructions for completing the activity. You can use the text below as a starting point, and adjust it as needed to fit your target audience and storyline.

The color-coded bars show how you linked the Evidence to the Suspects. Now it's time to make your final choice: Who is the guilty party? (Hint: Click the Evidence Color Key to look back at the details.)

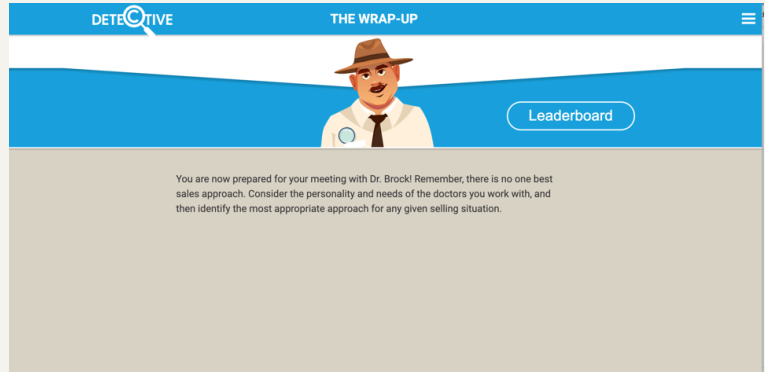
We recommend no more than 295 characters for this field.



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Final Reveal

The Final Reveal is the last screen in a Case. It wraps up the storyline and provides final thoughts.



Top Section Text. This heading appears on the top of the screen.

Body Text. This text should clearly call out why the correct Suspect(s) is correct for this case.

We recommend no more than 295 characters for this field.