Overview

Determine and describe the storyline and intended behavior/direction you wish to have the players take.

Preparation

Before we start...let's ask some questions the answers will help you develop the storyline for your game.....

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

Question 2. How many suspects will connect correctly to the evidence in this Detective game? **[*Note:* You have 3 options. 1. Multiple suspects, with a single correct choice. 2. Multiple suspects, with more than one correct choice. 3. A single suspect, so the correct choice is known, and the focus is only about the matching.]

Question 3. What is an example(s) of a match between suspect and evidence that could be presented during the deliberation phase?

Question 4. What is an example(s) of a no-match between suspect and evidence that could be presented during the deliberation phase?
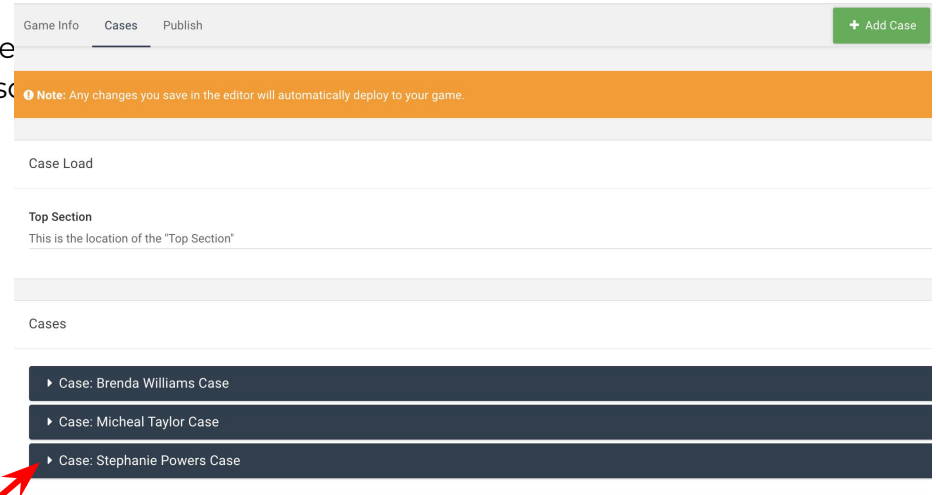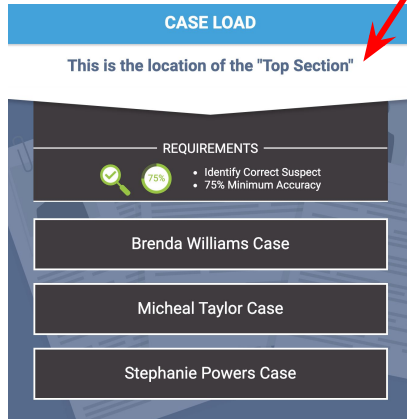
Top Section: This refers to the title header in the game for the case load page. Players can choose which case to play, they will also return here whenever a new case is made available.

Game View

Case Name: This is the name shown on the main page case list

Top Section: This refers to the title header in the game for the [case] load page. Players can choose which case to play, they will also [see] here whenever a new case is made available.

Game View

CASE LOAD

This is the location of the "Top Section"

REQUIREMENTS

- Identify Correct Suspect
- 75% Minimum Accuracy

Brenda Williams Case

Micheal Taylor Case

Stephanie Powers Case

Case Name: This is the name shown on the main page case list

Game Info Cases Publish

+ Add Case

⊘ Note: Any changes you save in the editor will automatically deploy to your game.

Case Load

Top Section
This is the location of the "Top Section"

Cases

▸ Case: Brenda Williams Case

▸ Case: Micheal Taylor Case

▸ Case: Stephanie Powers Case