



SHERLOCK HOLMES

A game of puzzle's

Based on the film *Sherlock Holmes a game of shadows* comes the handheld gaming prequel *A game of puzzles*. While Dr Watson is off with his new sweetheart the great Sherlock has recruited a new assistant, You, to help him with the greatest case of his career.

Overview

Following in the highly successful footsteps of the Professor Layton series of puzzle games we bring you the fully licensed Sherlock Holmes puzzle adventure based on his latest big screen outing *A game of shadows*. The great detective is hot on the heels but always one step behind his love Irene Adler who is being blackmailed into committing audacious crimes all over Europe by a mysterious

criminal mastermind. Using the immersive 3D features of the Nintendo 3ds we can bring the characters to life and along with the brain teasing puzzles we put you into Holmes world like never before.

Customise your avatar and see it brought to life in 3D as you follow Holmes in the case of a life time. Use the d-pad and buttons to interact with the world and then use your trusty magnifying glass to find clues and solve puzzles using the 3DS's touch screen and stylus.

Genre

Casual puzzle game

Age Range

11+

Target Hardware

Nintendo 3DS

Target Customer

Casual puzzle gamers, Sherlock Holmes fans to lesser extent

Features

- Customizable 3D avatar for you to interact with the great Sherlock Holmes with.
- Brand new story that tie's together the two Sherlock Holmes films
- Multiple puzzles to test your arithmetic, spatial, logical and memory skills against.
- Multiple mini games to give the players change in pace and variety in gameplay.
- Customizable difficulty levels so that every member of the family can enjoy the game.
- A large cast of supporting characters all fully voiced both old and new additions in the Holmes universe.

- Use of all the 3DS's features touch screen and 3D add to the games immersion.

Art Style

All characters will be modelled in 3d as to fully utilises the 3ds capabilities with the environments being fully computer generated in a slight dark tone to keep up with the games story line.

Cut scenes will be told through static comic book style story boards with voice over telling the games story.

Player motivation

Players assist Sherlock in solving puzzles along the games story retrieving and revealing all the information that he has at the start of the licensed film. Players can call upon Sherlock to give them a hint in each of the puzzles but prevents them from earning an achievement at the end of the game if they do.

Brief story outline

Its new year 1891 and you having read about his escapades in the local paper go and knock at 221b Baker street, the eccentric great detective likes your style and gives you a series of simple tests to show off your already keen powers of deduction. When Sherlock rushes out after receiving a telegram from his brother Mycroft you follow and thus begins the search for Miss Adler and her puppeteer Professor.

Pursuing her all across Europe seemingly hell bent on raising already high tensions between superpowers and leaving broken safes and bodies in her wake you and Sherlock must piece together the unusual amount of evidence she is leaving behind and stop her before all out war become inevitable.

Design goals

- Immersion- With the 3ds we want to bring the player into the story as much as possible. Designing their own avatar and having it walk around with Holmes and search for clues using the touch screen all add to the games immersion factor
- Challenging- We want the player to feel like they are helping and in turn learning from the great detective himself. The games difficulty can be set overall from the options menu at any point as well as being able to get help from the ingame Sherlock but the overall difficulty level will go up steeply as the game progresses.
- Continuity- The game is meant to bridge the first and second Sherlock Holmes films with a completely original story for players to engage with.

