

# Whiskered inquiry – Debate and Trials Proposal

By VN

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## Introduction



## About

Whiskered inquiry – trials and debates ( WITD) is a spin off game of our main game called Whiskered inquiry. In WITD, you can create an account and log in, for daily rewards, tasks, gacha ( **“Gacha games are games that tempt you into spending real-world money in return for random rewards, which will vary in both quality and worth.”** ) (Randell, 2023),the main debate feature, which is a turn based, where you can debate others with the correct card type, the lesser turns and time taken, will lead to a higher score on the leader board which uses real data from google sheets, and which it will refresh and reward players for their scores.

## Background

The background of the app started when thinking about how to promote the main game, and an idea was to make an easy and accessible spin off app to show the art from the original game and to promote the characters of the game, so they would enjoy the app and would try the original game after playing it for a while.

## Reasoning behind the name

The reasoning behind the name Whiskered inquiry – trials and debates ( WITD ), is because for whiskered, all the characters are cats and have whiskers, thus whiskered. For inquiry, looking at the oxford dictionary (htt), it can be “an act of asking for information” and or “an official investigation” , which the player does in the original game, where they ask for information from the witnesses, investigate the situation and have the player question who is the true killer. Lastly for the trials and debate part, the reason for having it is because the spin off is mostly focused on the debate feature, which happens in a trial, thus being apart of the title.

## Core Objectives

A user who can collect a bunch of cards with cute art of cats

A user who can enjoy a simple turn-based game

## Competitive analysis

1. Tears Of Themis

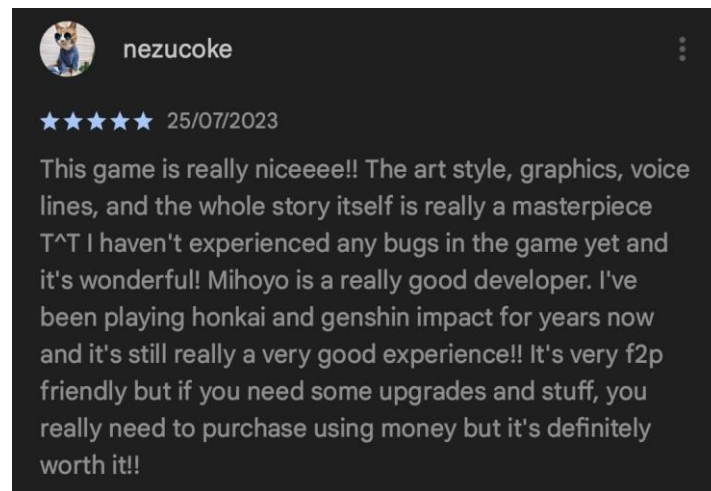


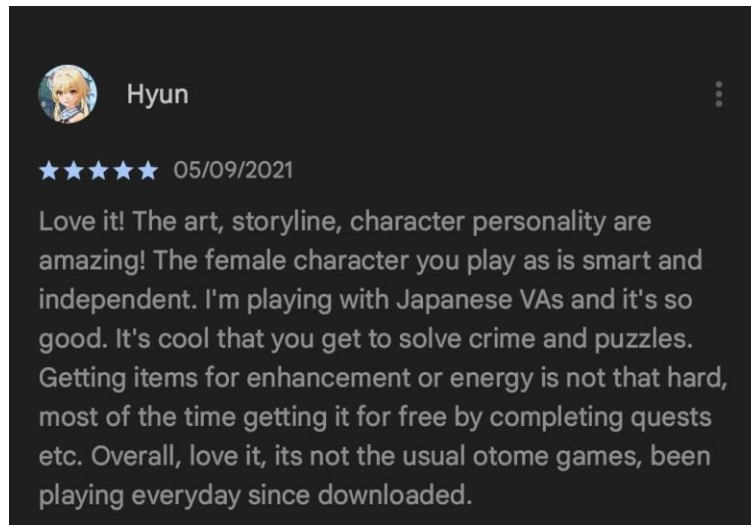
Tears of Themis is a gacha, turn-based game, where the main character is a lawyer and fights people through debates

#### Advantages

- The art of the cards is beautiful and are high quality
- The story feels realistic and does not feel fake or weird.
- The events in the game are fun

Google reviews reflecting this:

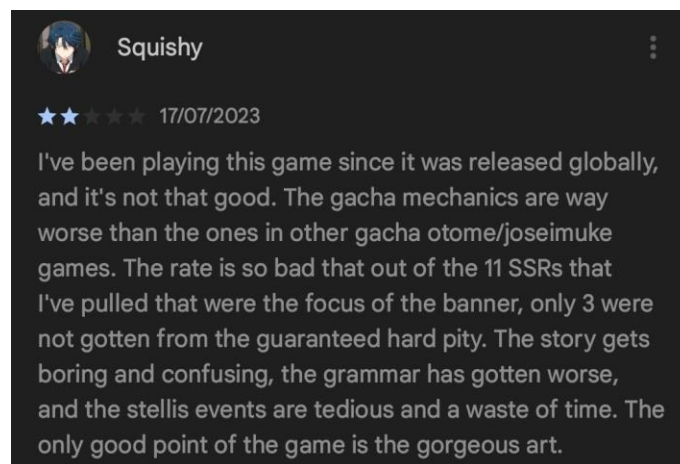


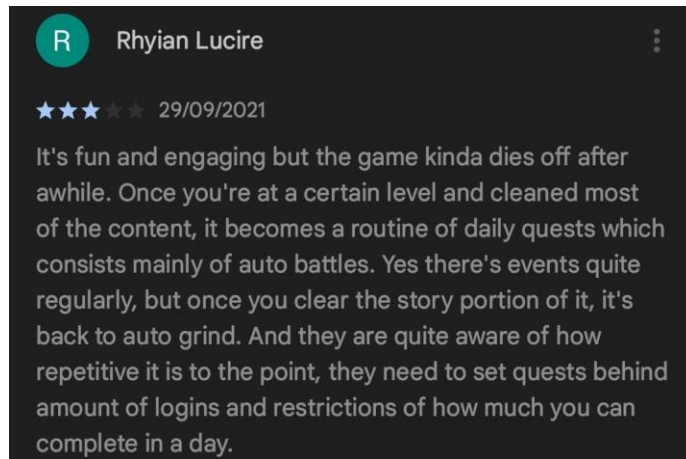


#### Disadvantages

- Must spend a lot of time and effort to gain enough materials to gain new cards in the game
- Rates aren't the best
- The story can get boring after a while
- After finishing daily tasks, there isn't much left to do in the game

Google reviews reflecting this:





## 2. Fate Grand Order ( FGO )

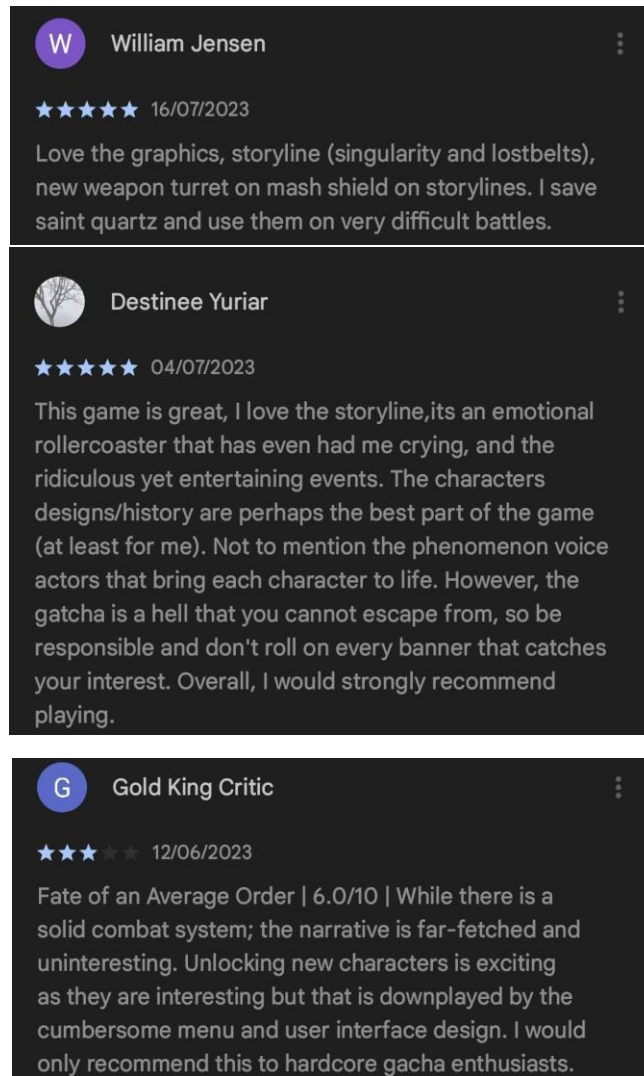


Fate Grand Order is a turn based spin off game of the series Fate, with visual novel aspects.

### Advantages

- Many charming characters to collect
- Game play is fun
- The story at the beginning is great

Google reviews reflecting this:



### Disadvantages

- The rates in getting a super special rare card in the game are bad and unfair
- Story is worse down the line
- Game crashes, freezes and people lose their data easily

Google reviews reflecting this:





Singhoda



★☆☆☆☆ 06/06/2023

Does not reward players for their time, save 150 sq I get nothing, save 500sq I get nothing and you'll know how long it takes to get that amount if you play. Had good story at some parts but that's all there is to this game. They will deliberately make you fail on your pulls so you end up spending.



Nicklaus Nicholson



★☆☆☆☆ 20/06/2023

I have played this game for a couple of years now and have always justified its abhorrent gacha rates with a good storyline however that is now being challenged by other games who have a good storyline as well as a fair gacha system. Once upon a time, I would've said that FGO was one of the best games I have played but no, that is no longer the case and it has finally made its way to the bottom of my list.



SirCina Bun



★☆☆☆☆ 30/03/2023

Story is subjective but I found it mostly bad and/or lazy. Objectively speaking they use a specific plot over and over again which is lazy. A lot of the cast is weird and usually fill weird tropes. The gacha is horrible, I've saved for over a year and end up with basically garbage when I rolled. Don't let sunken cost/time fallacy keep you here if you try it. Music is nice and events/limited time rewards feel more stressful to do than new additions to the main story. They feel like a 2nd job..



### 3. Touhou LostWord

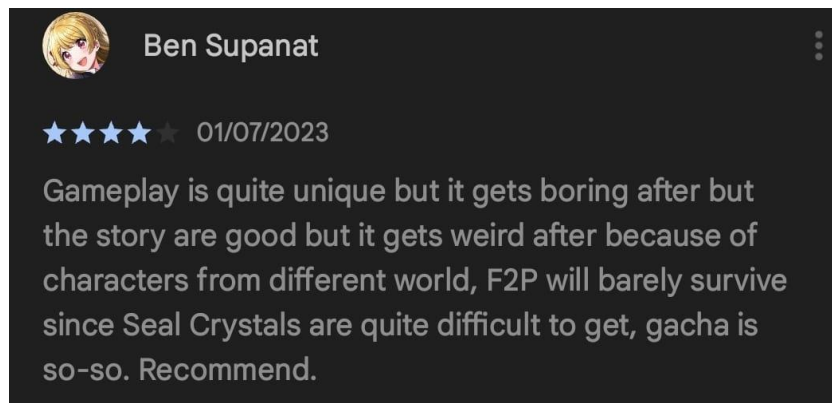


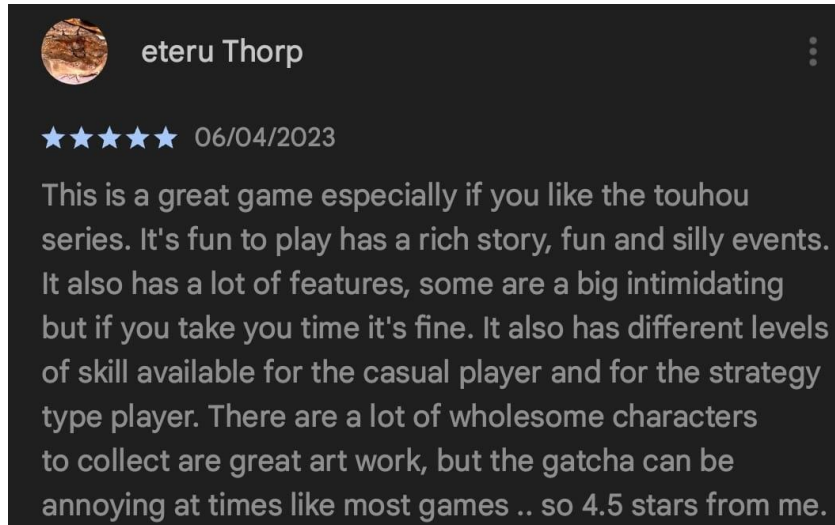
Touhou LostWord is a turn-based game, where you collect characters, having a party of 6 characters to progress forward and unlock new stages

#### Advantages

- Many charming and pretty characters to collect
- Story is great and interesting
- The music in the game is phenomenal

Google reviews reflecting this:

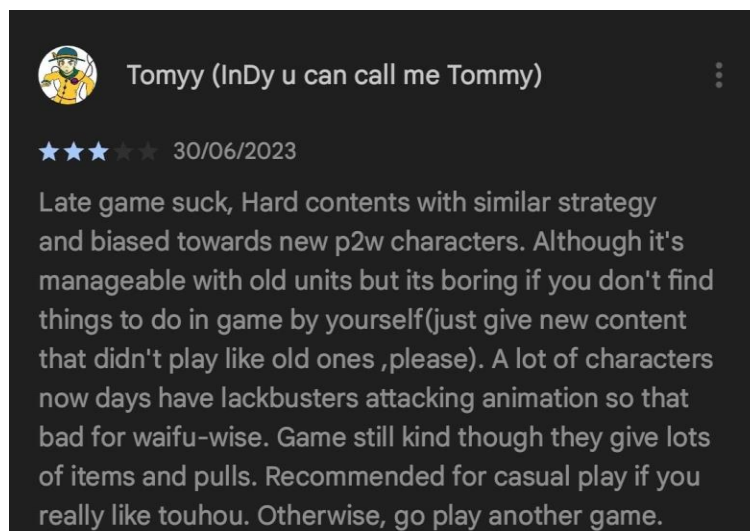




#### Disadvantages

- The game UI is badly optimized
- Late game is not great, as the game gets boring and or weird down the world
- Getting the currency to gacha is tough to get

Google reviews reflecting this:





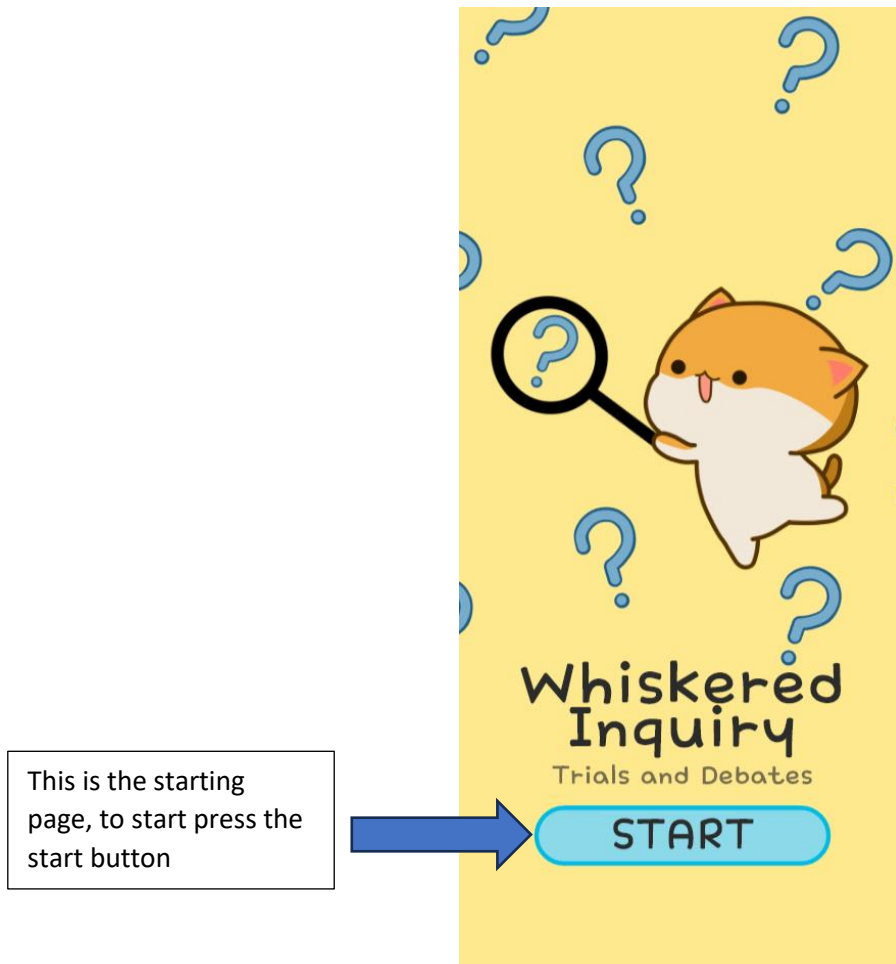
Competitive Analysis chart

	Art	Rates	Gameplay
Tot	Art is very pretty	Rates in the game are bad but they have a pity system	Game play gets boring quickly after a while
F60	The art is very nice	Rates in the game are bad with no pity system	Game play is fun but gets boring down the line
Touhou Lost World	The art is very pretty	Rates in the game are bad with no pity system	Game play is fun and unique but gets boring down the line

## Functions

### 1. Logging in/ Signing Up

Players can log in/ sign up to save their accounts and data in the game



After clicking on start, you are prompted to log into the

# Whiskered Inquiry

Trials and Debates



Johndoe

\*\*\*\*\*



[Forgot Password?](#)



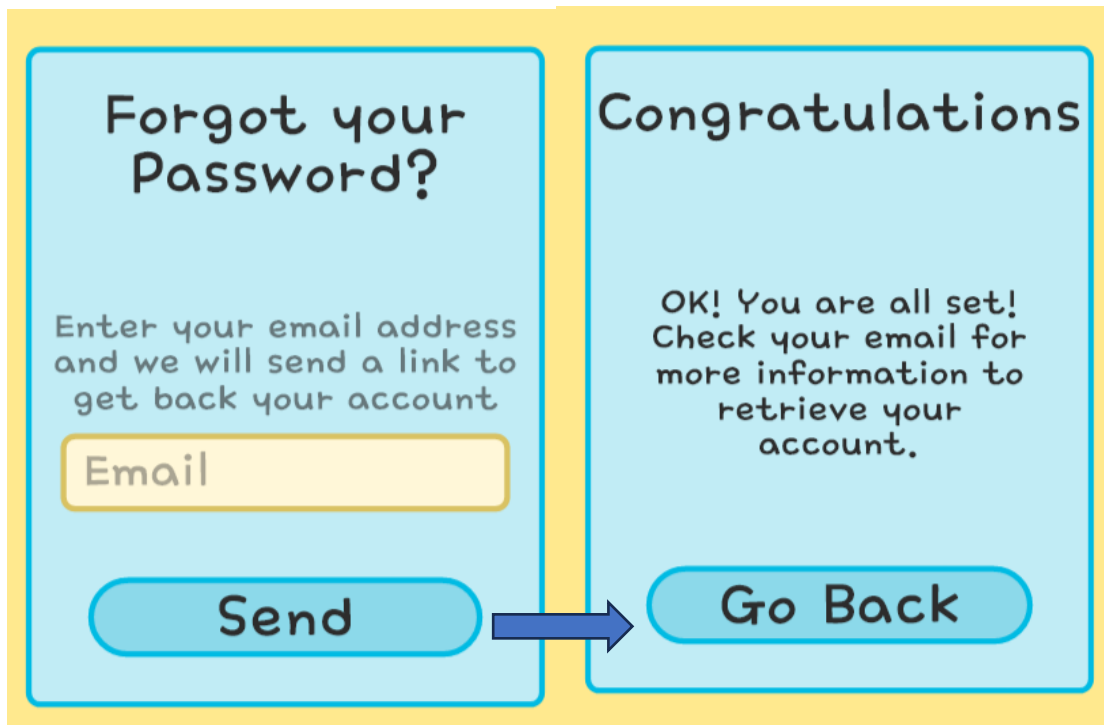
Login

Don't Have An Account?

[Sign Up](#)

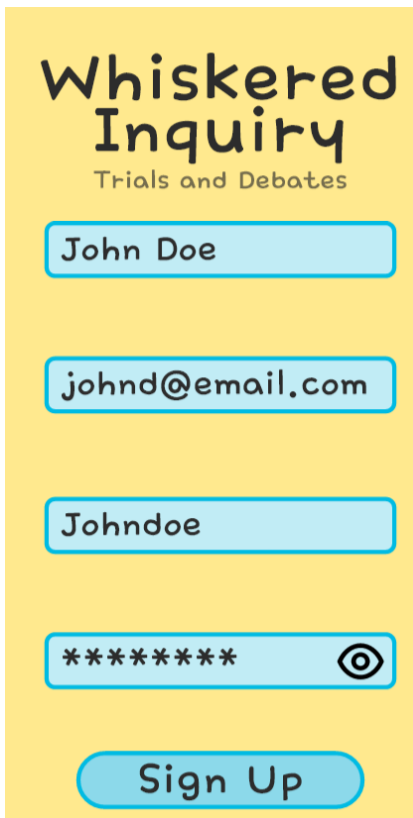
If players forget their password they are able to change it by clicking on here

The user must insert their email address and to receive a through an email with a link to authorize the action of changing their password, for security reasons



New users are also able to create new accounts easily





The image shows a mobile app interface for 'Whiskered Inquiry'. At the top, the title 'Whiskered Inquiry' is displayed in a large, black, sans-serif font, with the subtitle 'Trials and Debates' in a smaller, grey font below it. Below the title, there are four input fields, each with a light blue border and rounded corners. The first field contains the text 'John Doe'. The second field contains 'johnd@email.com'. The third field contains 'Johndoe'. The fourth field contains a series of asterisks '\*\*\*\*\*' followed by an eye icon, indicating a password field. At the bottom of the form is a light blue button with rounded corners and the text 'Sign Up' in a bold, black font.

To log it ( and you recall your password ): 4 pages ( 5 if you click on the eyeball icon )

To log in ( but you forgot your password ): 6 pages( 7 if you click on the eyeball icon )

To create an account: 4 pages( 5 if you click on the eyeball icon )

To create an account and log in: 6 pages (8 if you click on the eyeball icon)

## 2. Daily Rewards

Players can get daily rewards once per day when logging into the game. The daily rewards last for the whole month, similar to an advent calendar. This is to encourage the player return to log in and to collect those daily rewards, where the rewards can be things such as coins, fishes (coins can pull for cards, xp bottles, to help the player progress further in the game. This also gives the player a sense of fear that if they miss their streak of daily rewards, they may miss a good item they can easily get for free simply by logging in.

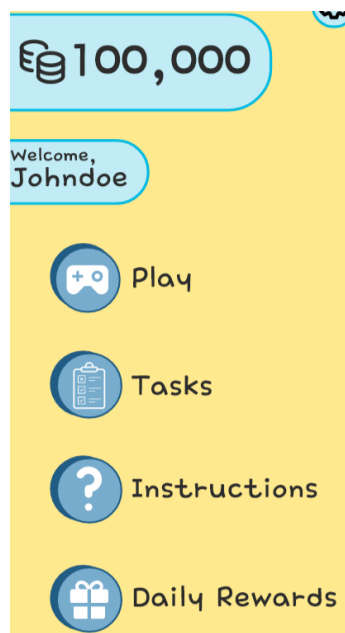


When players log in they immediately get their daily gift



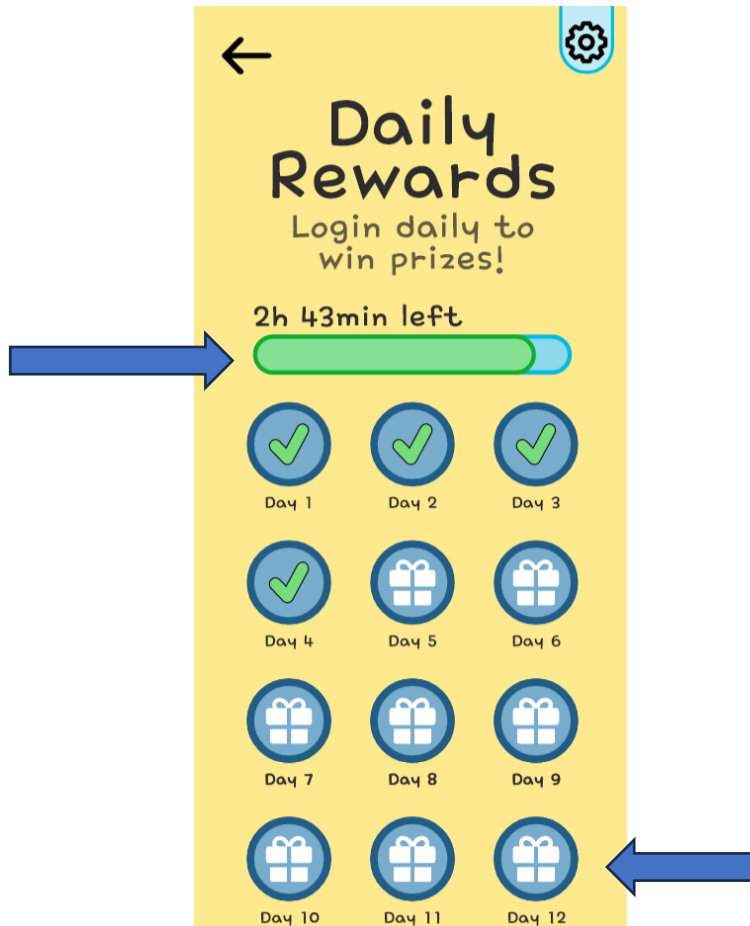
( this requires 4 pages to reach this from the starting page)

Players can check how many days they had logged in through the daily rewards button on the home page



They can click here to check their daily rewards

There is a timer showing how much time left for the player to receive the next gift, the gifts refresh every 8+ GMT daily, this is to encourage the player to come back later at this time to receive their daily reward



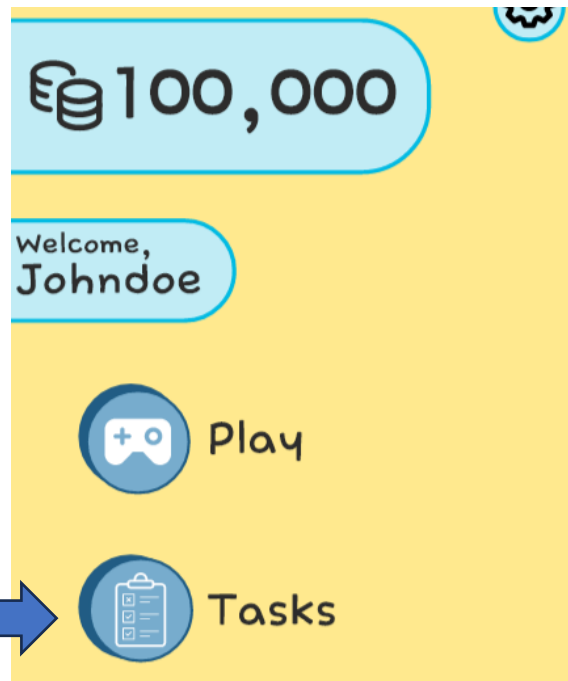
There are gifts everyday for the month and they refresh at the end of the month. This shows all the days the player has logged in, this is to show the streak the player has logged into and how many days left for more rewards. This “streak” of getting rewards also encourages the player into logging in daily to see the daily reward list be filled up

To check your daily rewards it takes : 6 pages from the starting page

### 3. Daily Tasks

Players can get rewards by finishing tasks that refresh every day. This encourages the player to log in to play through the game and finish all the tasks to get the rewards. This also gives the player a sense of fear if they do not finish all the daily tasks for the day, as they may be missing out on rewards that could be helpful later down the game, thus encouraging the player to finish all the tasks in the game and spending more time playing through the game and increasing the overall retention in the game.

There are mainly two different type of tasks, daily tasks and weekly tasks. Daily tasks are easier to finish thus why are daily and it doesn't make the user feel like they have to play for a long time just to finish their daily tasks for more rewards. Weekly tasks however take much longer but will reward the player greatly at the end of the week, weekly tasks will encourage players to play the game a little longer everyday to progress closer to finishing the respective weekly task



To access to see the tasks, go to the home page and click on tasks



You can check the tasks you have to do for the day and to click and receive the rewards





( to complete a daily task requires: 7 pages from the starting page)

And this one is the weekly rewards, where the reward is much higher



This requires 8 pages to reach from the starting page

#### 4. Debate

The debate feature is the main part of the app where players must pick the correct type of card to debate the enemy's statement with, within a limited amount of turns and time.

This debate feature is inspired by the main game where you have to talk and debate your way through finding the truth of a case

( in this image the player is looking through the witness's testimony and will bring out evidence to debate the witness's testimony )



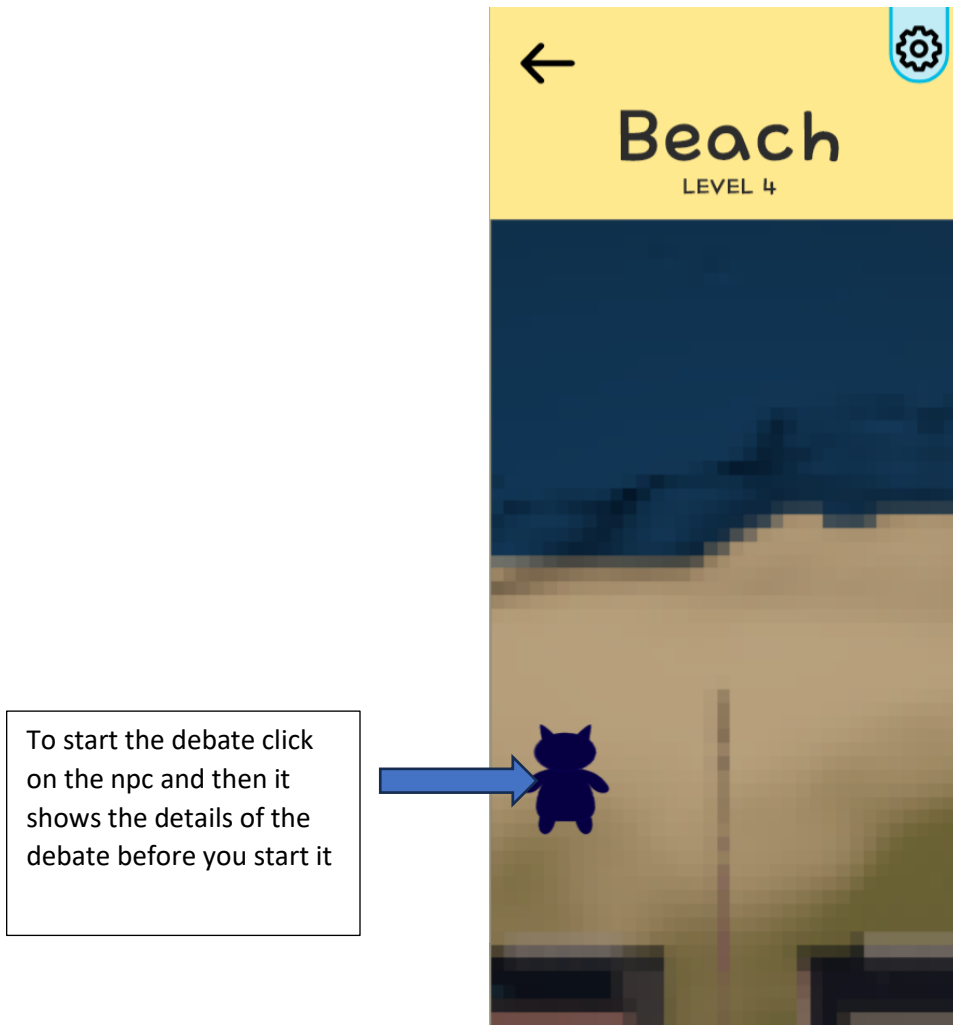
( and in this image below, you can communicate with this character where you debate that you are adequate enough to represent the accused )



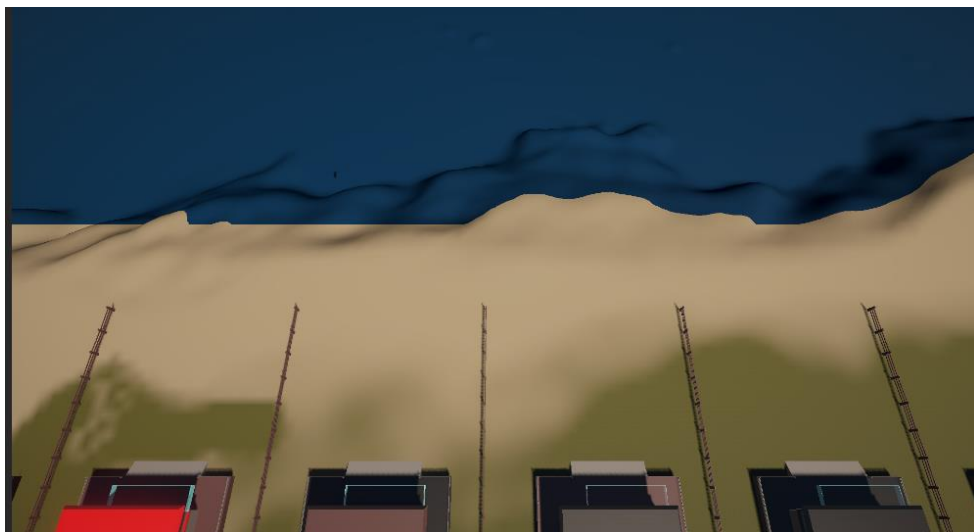


To start playing the game, go to the main page and click on play

It will then show the level, which the locations are from the main game



This level background is from the main game, where this scene is the beach house area where the victims's house was located





If the player is fine after looking at the details, they will click on debate to start the debate

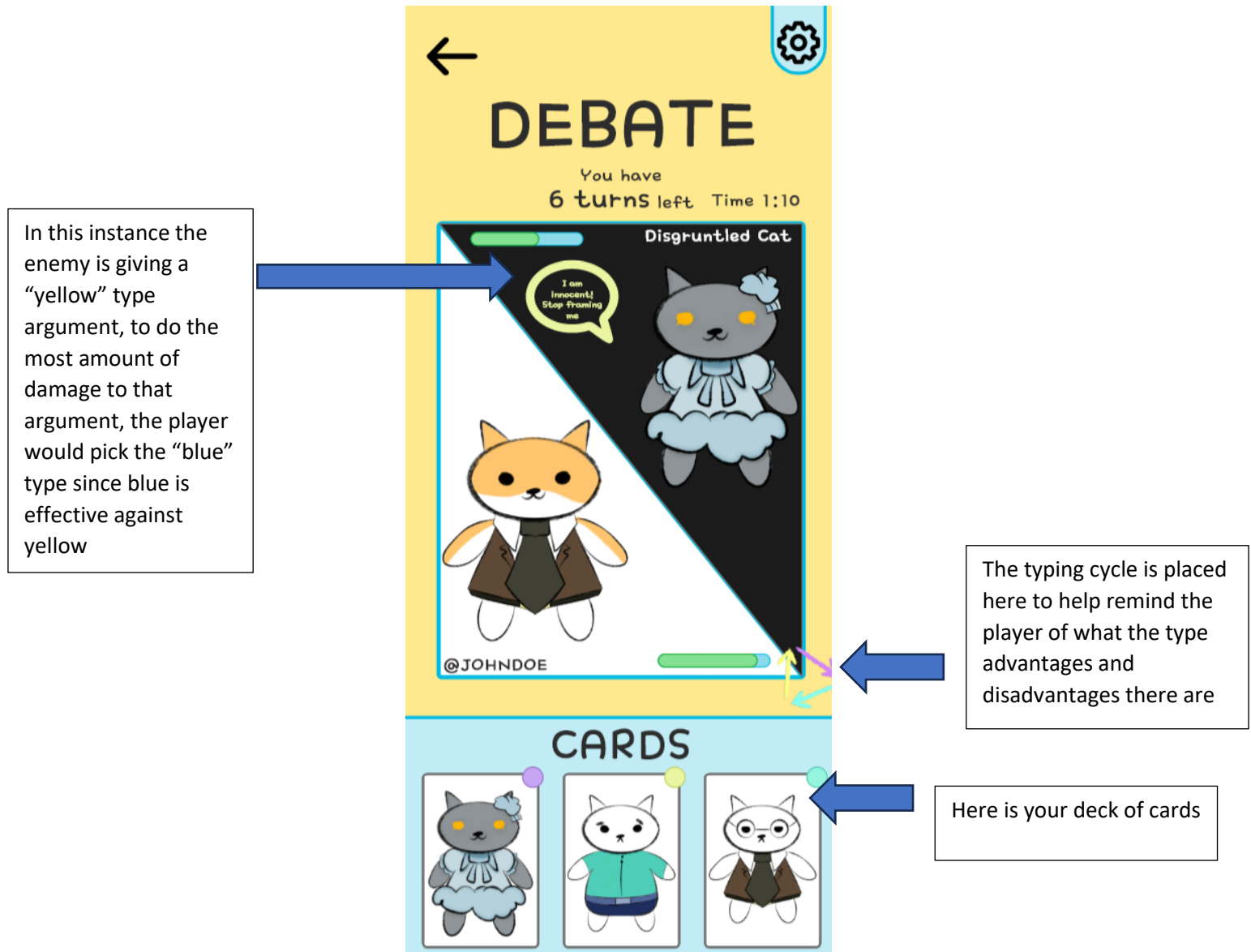


The game play acts similarly to scissors paper stone, where different types can defeat the other type.

There are three types in this game, yellow, which beats purple, purple which beats purple and blue which beats yellow



So lets say that the NPC is arguing with a purple statement, you need to select a card with a yellow typing to beat their debate. Each npc also has a health bar, meaning that once you crack down on all their statements, their health decreases, and if it goes to zero, it means you won the debate. However, the game will give you a limited amount of turns, so you must think carefully about which card you are going to play and the correct types to finish the debate in the amount of turns your given. You are also timed where if you finish a round faster, you will be rewarded with a higher score for the leader board which will be mentioned later in the document.



When clicking the arrow, over here, it will prompt the player to exit the level yet warning them that they wont earn their rewards



Once the player wins the debate, they are rewarded with this winning screen

To finish a debate takes 9 pages from the starting page

The game play chosen which is turn based combat, was chosen because turn based combat can be simple to get into, which appeals to many players especially those new to games, yet also get more complex later down the line which will test players skill and encourage players to play the game more to either get better or improve their deck of cards used in the game, through grinding through the game.

## 5. Gacha

Players are able to pull for new cards , where the art of the cards is directly from the game, using the gacha function, using coins. A 1 pull costs 10 000 coins while a 10 pull is 100 000 coins, however you ensure getting a 3 star card. From doing competitive research and talking to my persona, many players complain about bad rates and not getting the card they want, we have a shop where players can buy certain cards they want and that they will get guarantee, however they are more expensive due to being able to pick the specific card they want, thus motivating players to play the game more for a potential card they want.

To access the gacha, click on this shopping cart icon



This is the shop, where you can buy a card with different rarities, however they are more expensive since they are guranteed



Some cards are cheaper due to their rarity and their popularity, but also to make at lease some cards that players want to buy more accessible

To access the gacha page click on "surprise buy"

To access the shop it takes 6 pages from the starting page

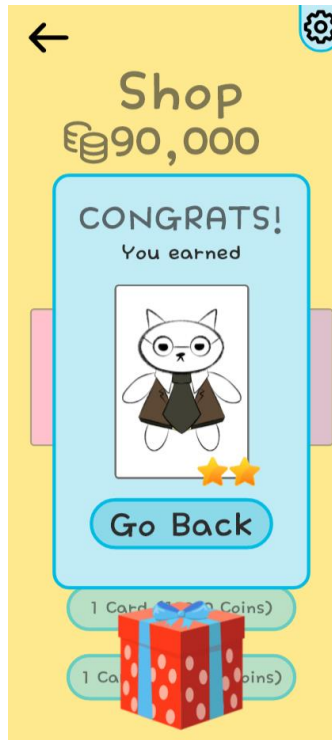
This is the gacha page, where players are shown the possible cards they can get and their types, this is for the player to know some of the cards available and to take a look at the art, if the player likes the art they can try to pull for the card



Click here to  
draw one card

Click here to  
draw ten cards

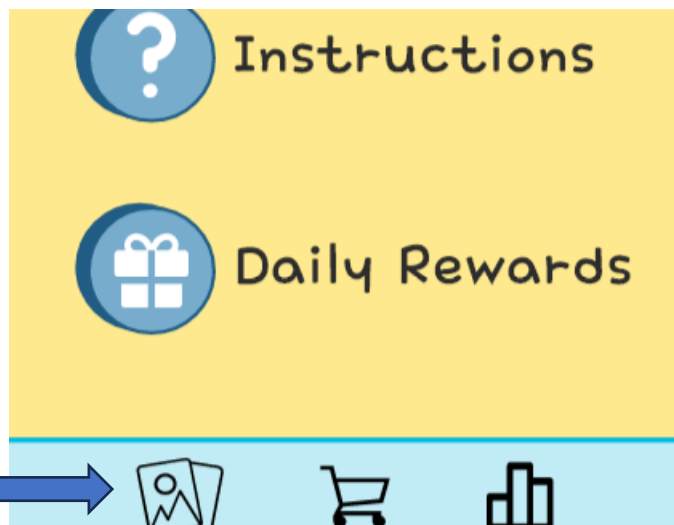
Lets click on 1 card and see what we will get



To pull a card it takes 8 pages from the starting page

## 6. Edit teams

The player would be able to edit the team to battle with the right types and stats for the following debate battle, and to take a look at their collection and the art.



Click here to edit your team and or cards and or even look at the cards you had collected and look at the art



To access your deck of cards it takes: 6 pages from the starting page

## 7. Leader Board

The leader board uses real data from google sheets. How players get up on the leader board is that they will receive a score on how fast they defeat the enemy and the amount of turns they take to finish the debate, the lesser the turns the higher the score. The higher you are on the board, the more you will be rewarded. There will be different leagues that players can be promoted and demoted from, to get more rewards, where the higher the league, the higher the rewards. The player can be promoted by being in the top 5 rankings and demoted when they are at the last position of their respective league. The scores and league will refresh every Tuesday and Friday, closing and finalizing the scores on Thursday and Monday. This encourages the player to at most play the game more than once a week and try to get better at the game to get better rewards and or reach the higher ranking for personal achievement.



To access the leaderboard click on this icon at the bottom of the home screen

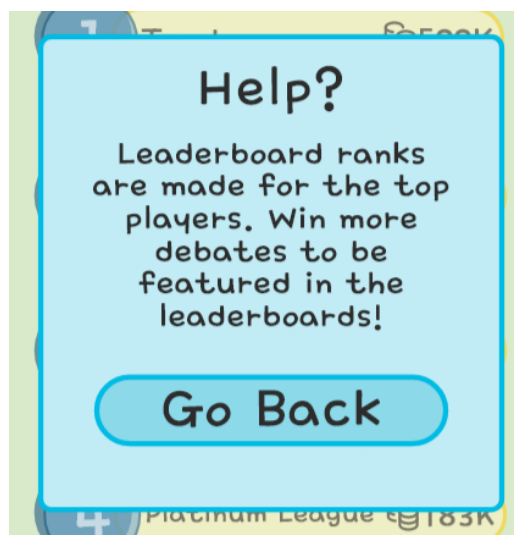




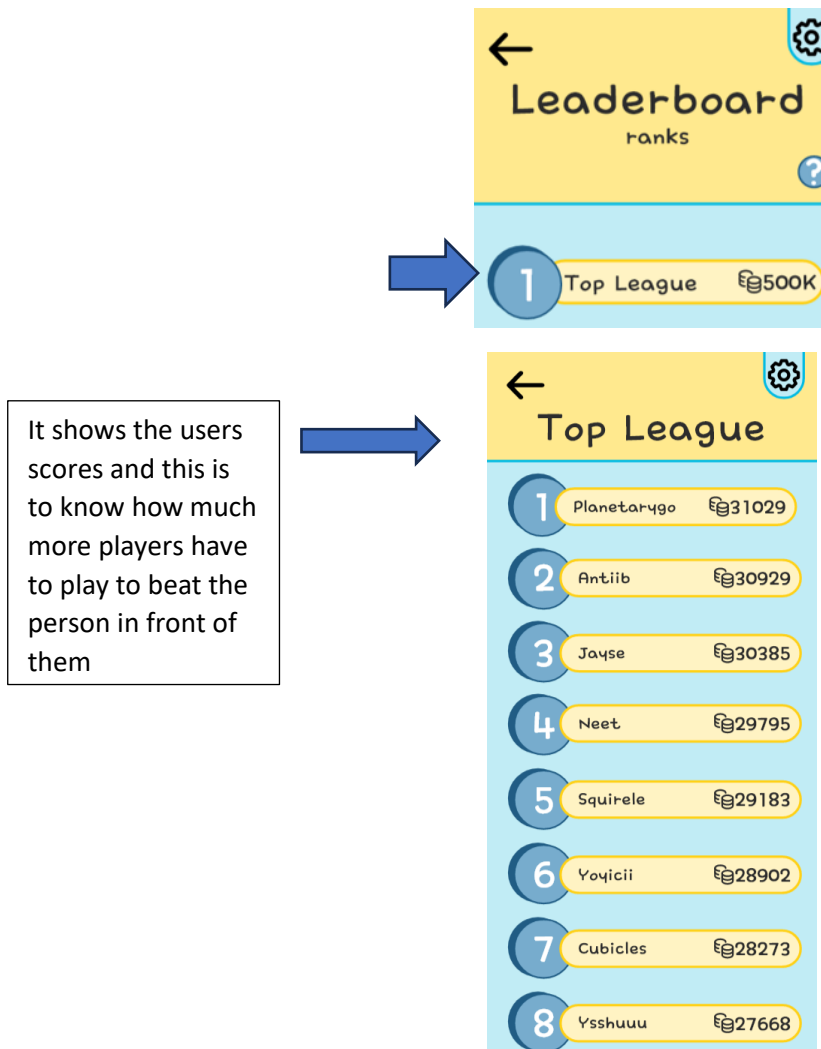
When new players do not understand the leaderboard system, they can click on this button which when opened looks like the next image below

This shows all the individual leagues that exist in the game, they each give different coins, where the higher the league the higher the rewards, when players see this it motivates them to play more and to rise the ranks to get better rewards and for the feeling of achievement

To access looking at the league it takes 6 pages from the starting page



For example, lets click on the top league



To look into one of the leagues it takes 7 pages from the starting page

The links for the google sheets: <https://docs.google.com/spreadsheets/d/1B8NH9KVIUZyroimlMeD5sS-lxh3swX9Yu-M8MHJbnKU/edit?usp=sharing>

[https://docs.google.com/spreadsheets/d/1EfiM99RB99w6A2z3Iz0xC\\_7TlJwgQMUPYI6X1wmpLI/edit?usp=sharing](https://docs.google.com/spreadsheets/d/1EfiM99RB99w6A2z3Iz0xC_7TlJwgQMUPYI6X1wmpLI/edit?usp=sharing)

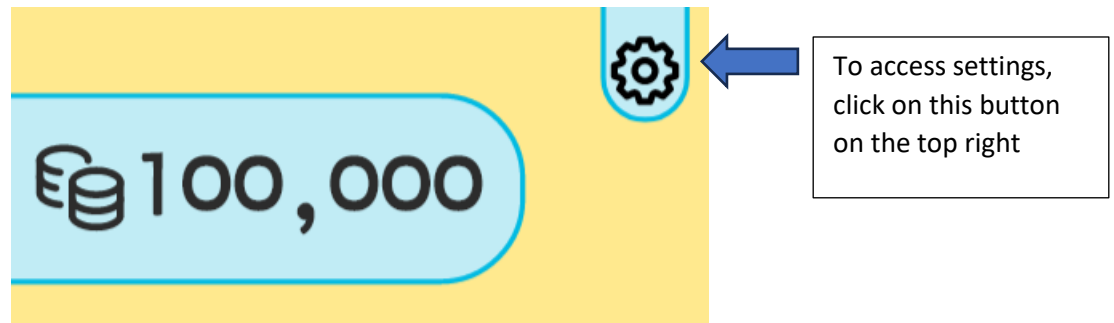
<https://docs.google.com/spreadsheets/d/1lq9tREUQy1qIQRodczxzGTVsdqWEm4PqYda5wc7XJj0/edit?usp=sharing>

<https://docs.google.com/spreadsheets/d/1NEmprQKjSxva2b2elfdBreqceNTFphKMb-f5VQUR7E/edit?usp=sharing>

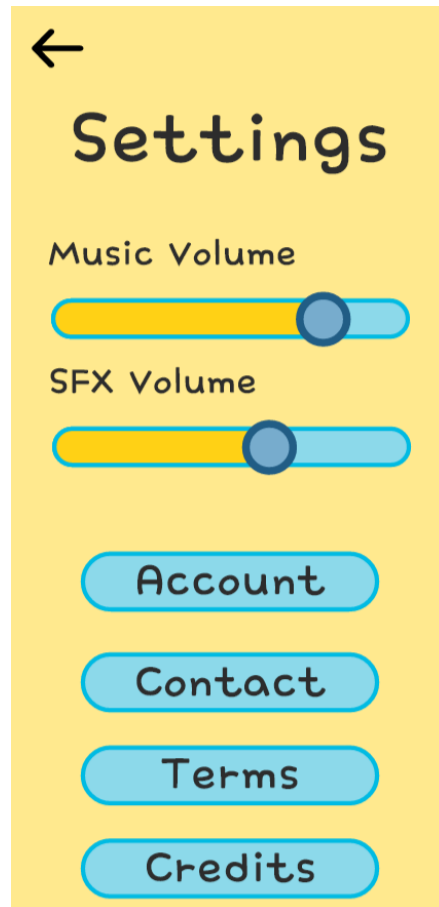
[https://docs.google.com/spreadsheets/d/1CLVPTO3ISey2XDR\\_8PRP8S7DPPrFXer-NV3sDOFSgkgk/edit?usp=sharing](https://docs.google.com/spreadsheets/d/1CLVPTO3ISey2XDR_8PRP8S7DPPrFXer-NV3sDOFSgkgk/edit?usp=sharing)

## 8. Settings

You are able to adjust the settings of the game



In settings you can adjust the volume of the music, the SFX Volume, take a look at your account details, look for contact information, the terms and the credits



This takes 6 pages from the starting page

2pages in general

This is the account page

←

## Account

Username  
**Johndoe**

Email  
**johndoe@email.com**

Password  
**JohnD123**

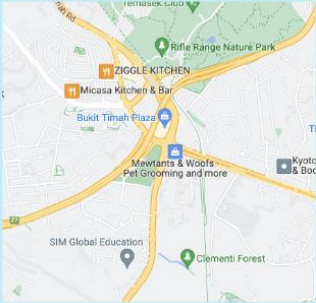
[Go Back](#)

This is the contact page

←

## Contact

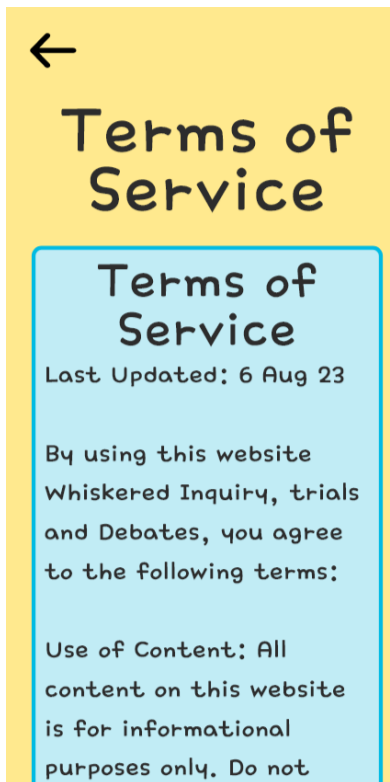
Opening Hours  
Daily, 9am - 10pm



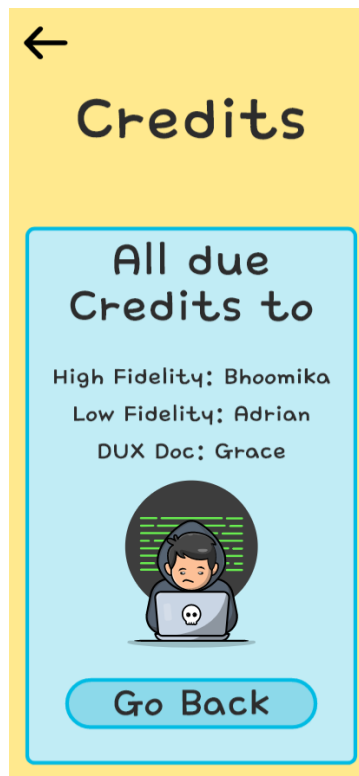
535 Clementi Road,  
Singapore 599489

[Go Back](#)

This is the TOS

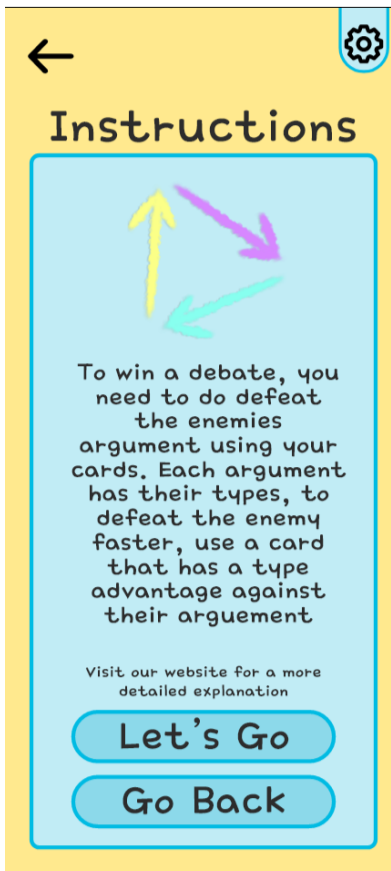
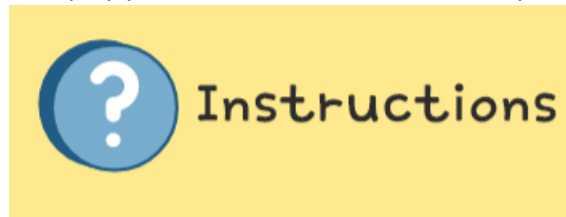


This is the credits



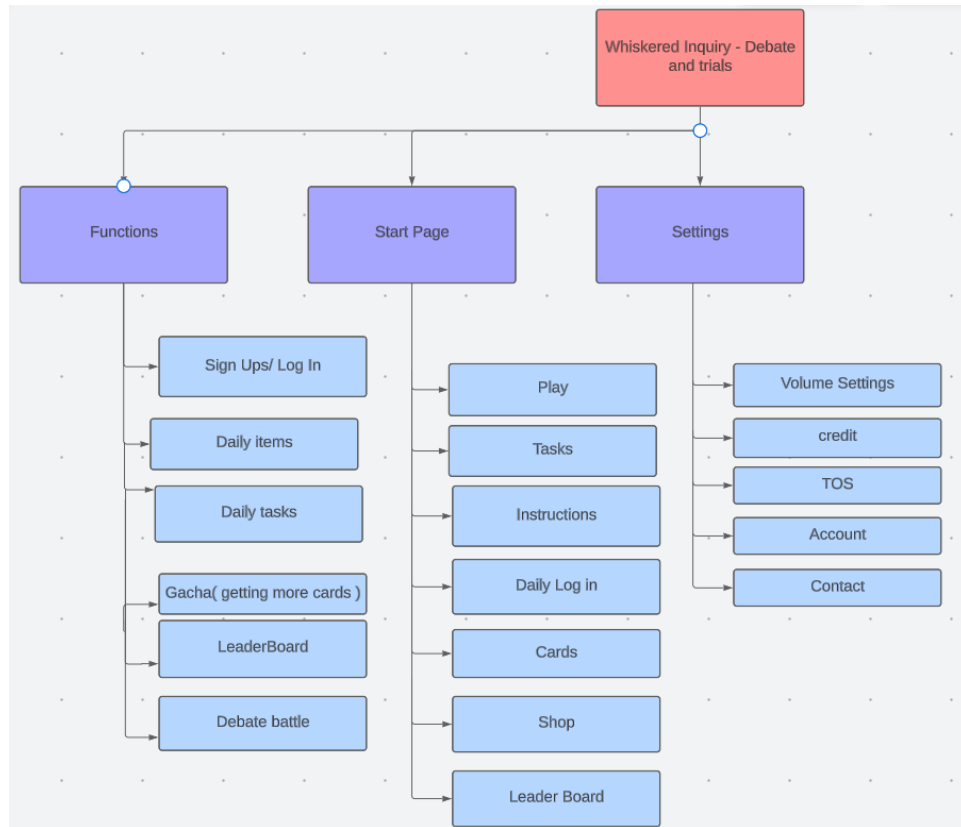
## 9.Instructions

To take a look on how to play you can access the instructions by clicking the button here

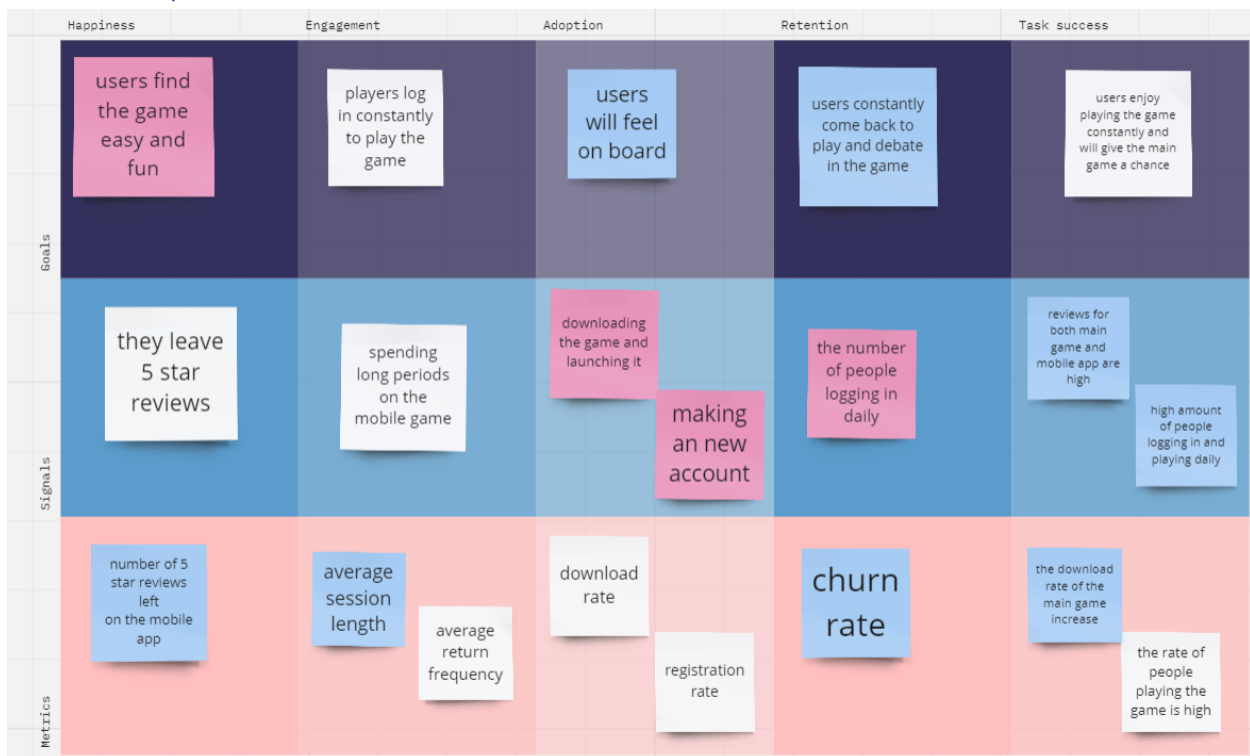


## Sitemap

The site map shows the directory as well as the features shown in the game in general



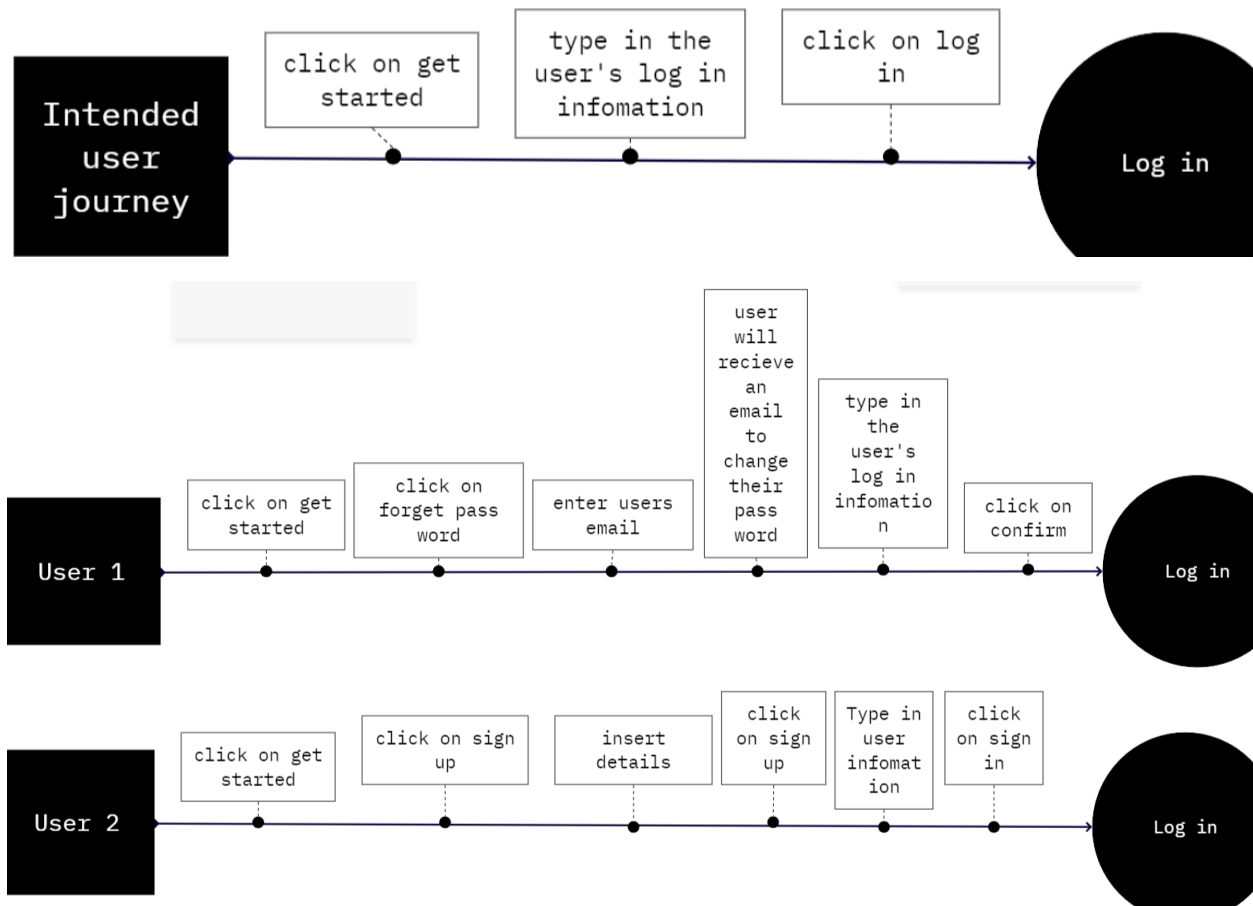
## Heart Map



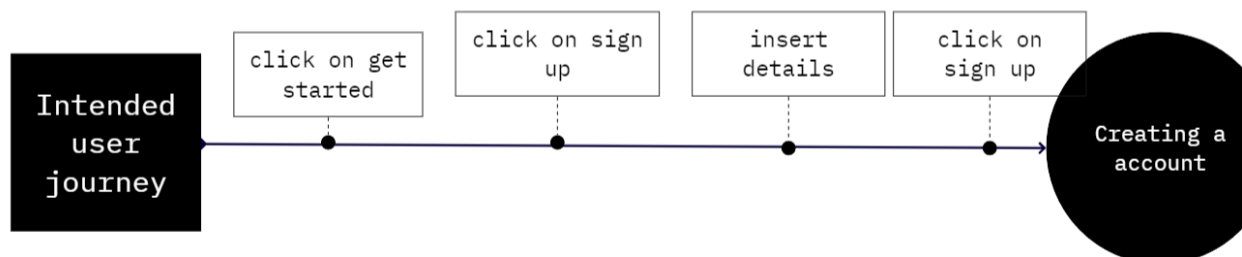


## User Journey

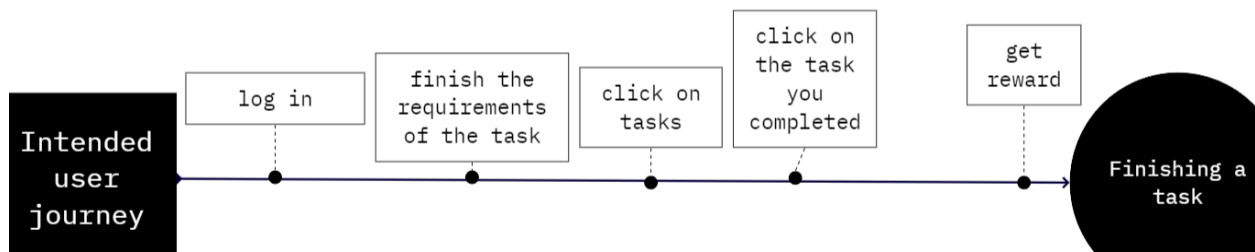
### Logging in



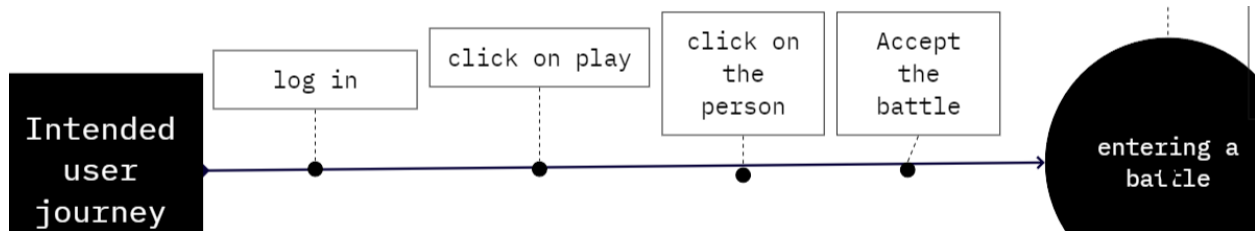
### Signing Up



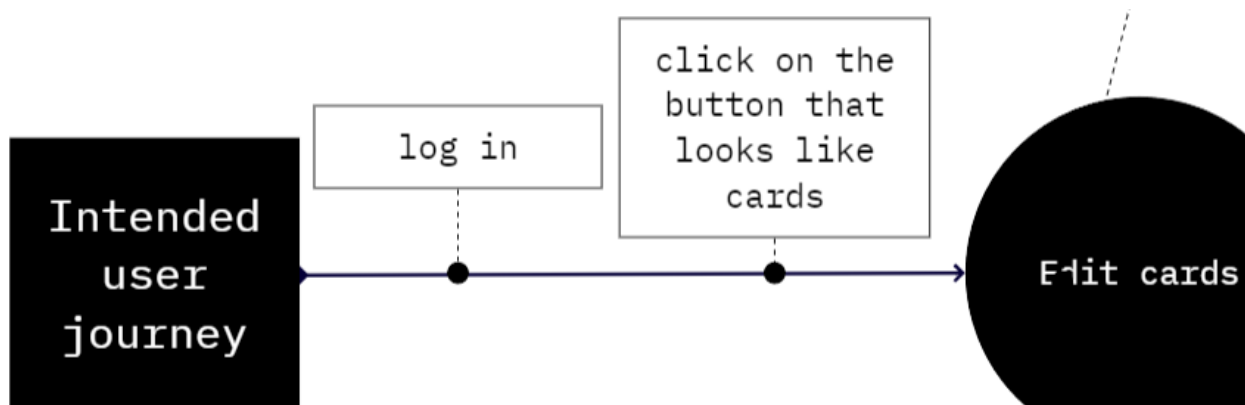
## Tasks



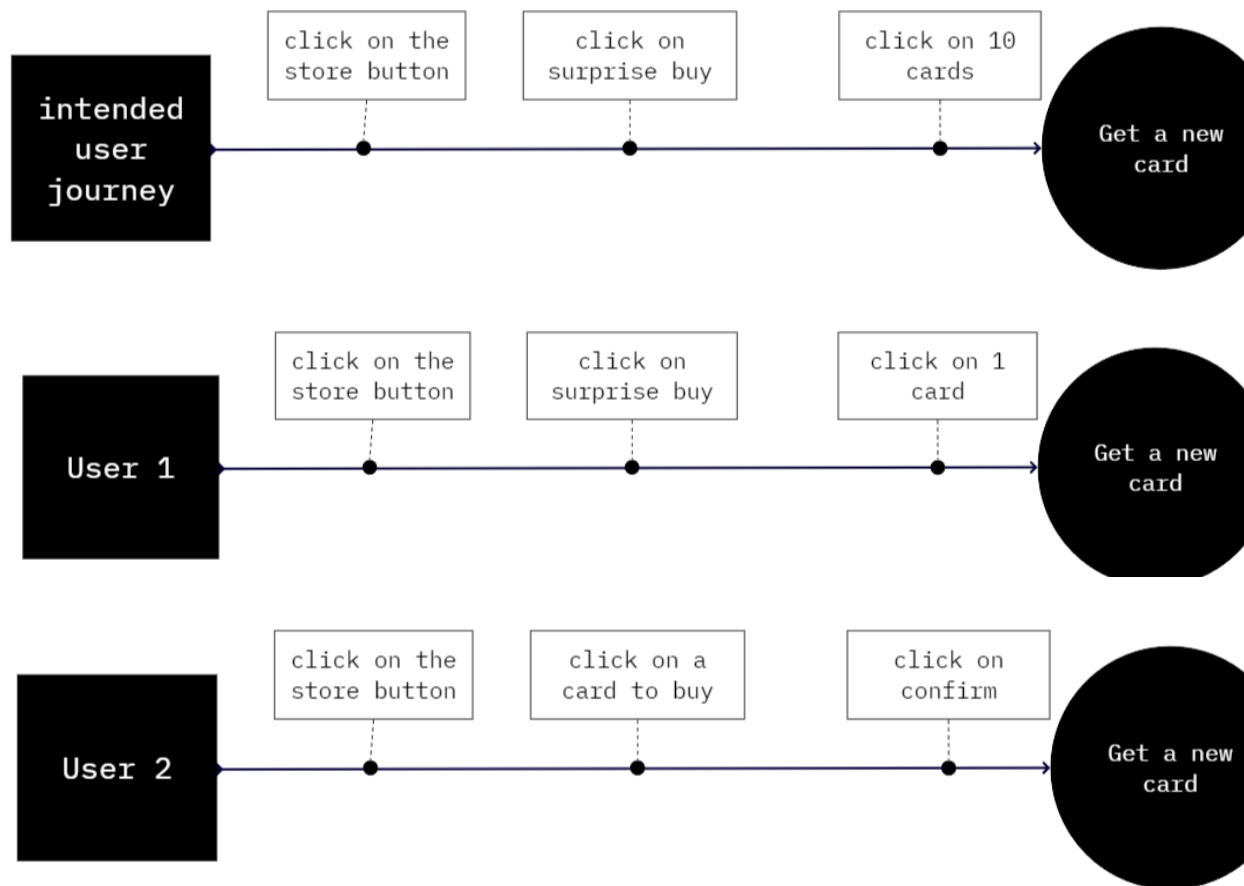
## Debate battle



## Edit team



## Buying cards

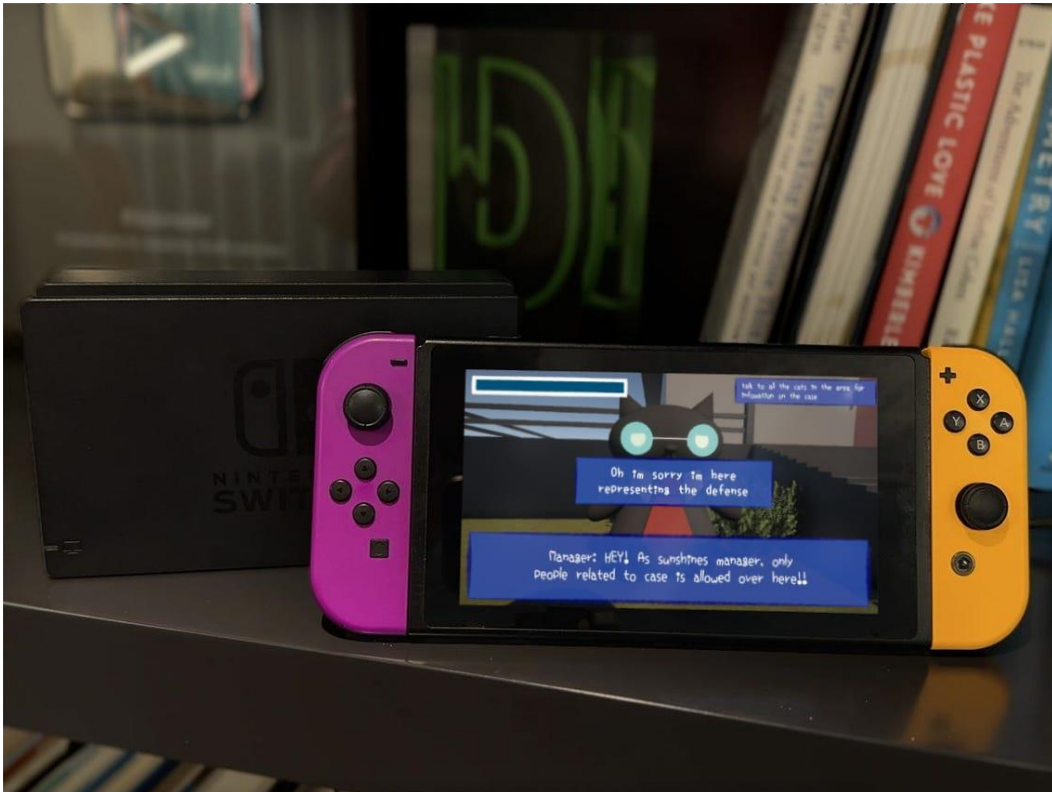


## Physical Proposal

We are proposing the idea of bringing the game of Whiskered Inquiry to other game consoles other than on PC or on laptops such as the Nintendo switch and the PS5 and even possibly bringing a port to the mobile phone as well.

We are picking the Nintendo switch and the PS5 because not only are they one of the most popular consoles out there currently as quoted an online article mentioning that that "Nintendo Switch was 2022's best-selling console of the year in the United States based on units sold, according to NPD. The system that drove the most dollar sales in 2022, however, was the PlayStation 5 due in part to its bigger sticker price relative to the Switch." (Makuch, 2023), but they also have the appropriate amount of power to run the game as well as being able to easily navigate through the game with the controllers of the following consoles. ( for example when docked, "your Nintendo Switch can reach 1,020MHz on the CPU and 768 MHz on the GPU. But when you undock your console, the GPU speed drops to 307.2MHz." (Free, 2023), and "The PS5 has an eight-core AMD Zen 2 CPU (Central Processing Unit) with a variable frequency (up to 3.5GHz)" (Chaney, 2023).

## Switch



For the switch, we are planning for the controls to be:

Motion controls: to control the camera during the walking segments

L stick: to move the main character during walking segments

Directional pad: to change position of the selected item ( for example the player can press the left direction in the inventory and the selected item of evidence changed to the item on the left )

A: to confirm the selected button

B: causes the player to jump during walking segments

Y: to go back to the previous action ( for example closing the inventory back to the dialog box )

Zr: for the player to sprint

## PS5



For the PS5, we are planning for the controls to be:

L stick: to move the main character during walking segments

R stick: to control the camera during the walking segments

Directional pad: to change position of the selected item ( for example the player can press the left direction in the inventory and the selected item of evidence changed to the item on the left )

Circle: to confirm the selected button

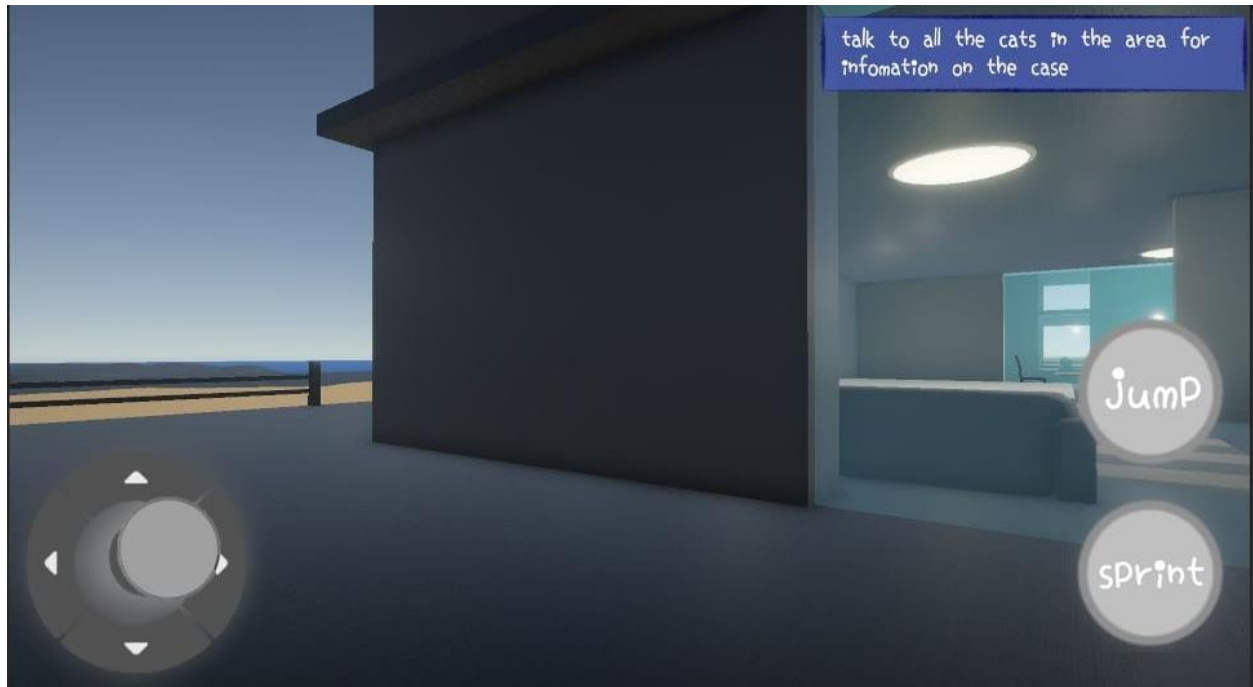
X: causes the player to jump during walking segments

Square: to go back to the previous action ( for example closing the inventory back to the dialog box )

R3: for the player to sprint

We are also trying to aim to port the game to the mobile phone as “ Mobile gaming's popularity is due to its convenience and accessibility, offering a low-cost alternative to traditional gaming that anyone can enjoy.” (v, 2023).

## Mobile Phone



For the mobile phone, we are planning for the controls to be:

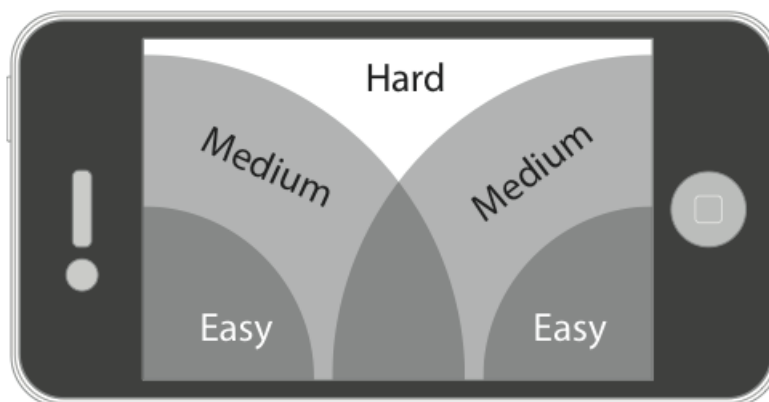
Joy stick ( on the bottom left): for the movement of the player

Movement of the finger anywhere on the screen: to control the movement of the camera

Jump button on the bottom left: for the player to jump

Sprint button on the bottom left: for the player to sprint

We decided these controls based on this diagram shown here borrowed from (Telfer, n.d.).




## Persona

Marie Foo is someone who studies cyber and network security at ITE, loves animals, especially cats, playing gacha and turn-based games on her mobile phone daily, thus I decided to interview her to be my persona and for the tester for my usability test.


### CUSTOMER PERSONA


"I want to work hard so I will be able to achieve the goals I want while playing games I love."  
- Marie Foo




#### Marie Foo


Receptionist

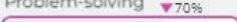
 Age: 17

 School: ITE College Central

#### Personal Traits

Patience ▼ 65%  


Flexibility ▼ 75%  


Problem-solving ▼ 70%  


#### Bio

Marie is studying cyber and network security at ITE college central. She loves animals and games

#### Frustrations

→ She gets impatient easily and will take a long break when bored of the game in general

#### Needs

→ To be able to collect cards/artwork fast and easily

#### Free Time

During her free times she likes to play gacha games, look at animal posts online and read comics

## Empathy Map





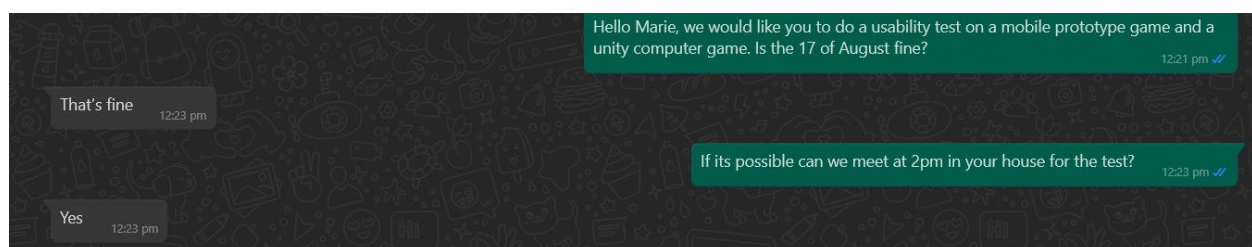
## Day in a life of



## Usability Test

In this process, we decided to interview Marie, since the game she mainly plays uses the turn-base format, and she also plays other type of games often during her free time as well, being the more “optimal” pick to ask to test with.

We decided to ask her for a meeting on the 17 August, at her home, through the communication channel called whatsapp, where Grace settled the meeting location and time with her. Bhoomika and Adrian help take notes from the video.



The software used are a laptop and an iphone

Final script used in the video: <https://docs.google.com/document/d/1AuHU5gawx-mvMevUofcF0LmZivPH8XutNK97OHICTtg/edit?usp=sharing>

Script credits: <https://docs.google.com/document/d/16LT1neIdtlIz6sQonw574QI9IHrRirAPT5DKT-gboJM/edit>

Link to video:

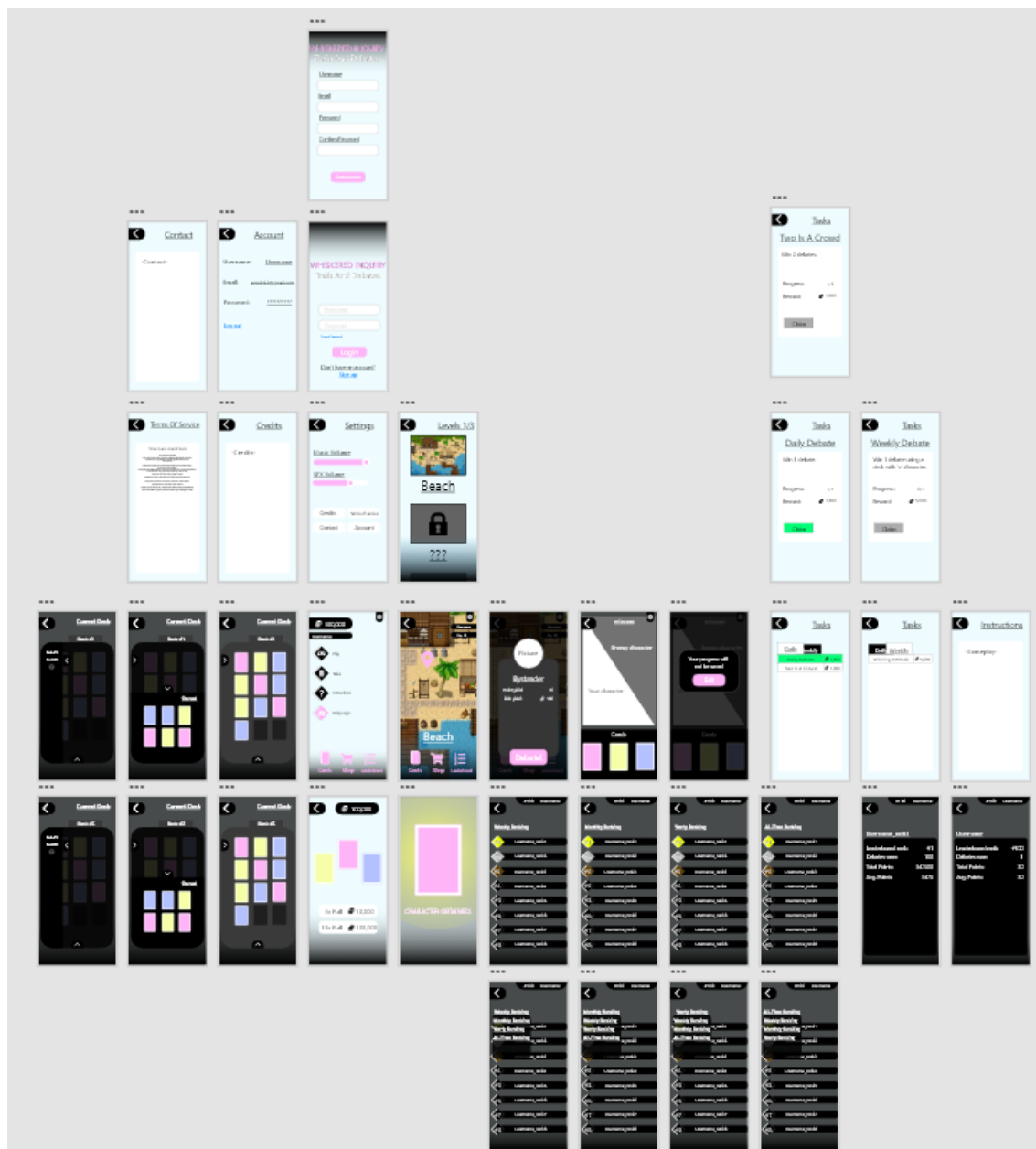
Prototype:

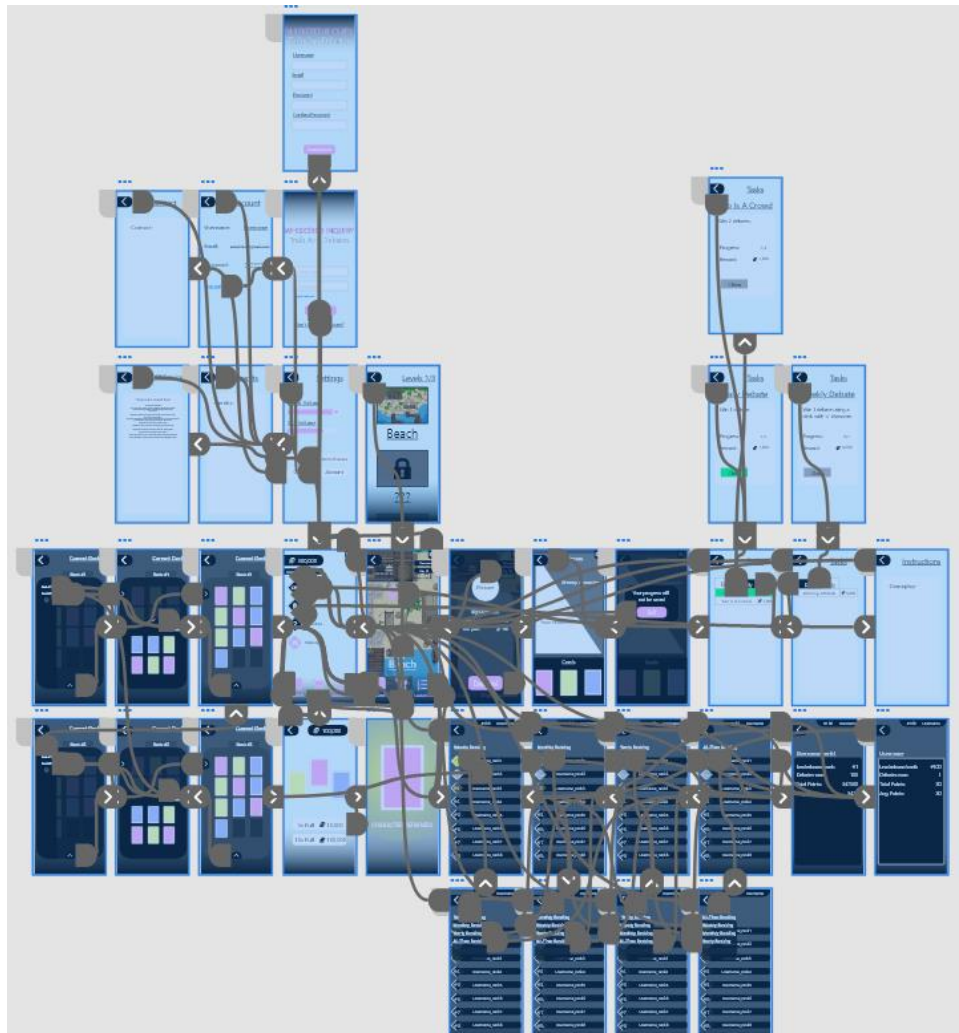
[https://ivid2.np.edu.sg/media/DUX\\_WhiskeredInquiry\\_Usability++Testing\\_XD\\_Prototype/1\\_tn07pfi5](https://ivid2.np.edu.sg/media/DUX_WhiskeredInquiry_Usability++Testing_XD_Prototype/1_tn07pfi5)

Unity Test:

[https://ivid2.np.edu.sg/media/DUX\\_WhiskeredInquiry\\_Usability++Testing\\_UNITY/1\\_udxzy8lz](https://ivid2.np.edu.sg/media/DUX_WhiskeredInquiry_Usability++Testing_UNITY/1_udxzy8lz)

## Wireframe





Link to download the wire frame for a better look:

<https://drive.google.com/drive/folders/1WTwvKxE6yplTrnz5LeH9aoE-y4inw6YQ>

## Rationale for the art style

The art style of the app and main game is this cute simple and fuzzy look, especially for the cats. The reason why we decided to target this style and cats is that many people out there want to play a fun yet puzzling game with a cute art style.

The art of the game can be found in this folder done by Grace

[https://drive.google.com/drive/folders/144-Gi8uWvS\\_zZ7fw5c5SSi0VIndHmjaO?usp=sharing](https://drive.google.com/drive/folders/144-Gi8uWvS_zZ7fw5c5SSi0VIndHmjaO?usp=sharing)

For the app we decided to change the art style slightly to look a little more professional since there is a higher chance of people playing the mobile app then the main game, since the mobile app will first, be free, compared to the main game, and people have more access to play games on their phone, thus with this prediction, we changed the art style slightly to appeal to a larger audience, so that if their engrossed or love the art in the game they can look further into our main game.

Our color pallet is mostly blue and yellow to reflect characters rain and sunshine

Extra rough sketches done for the project





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