

Brief Game Concept/Flow

The game will follow a defendant through the legal process after they have been arrested for robbing a bank.

- Open on defendant in jail cell and follow to jail courtroom.
- *Screen Pause: Identify the judge (tap until right, with feedback on who they tapped)*
 - *Identify the bailiff (tap until right, with feedback on who they tapped)*
- Resume with judge reading charges and setting bond
 - *Pop-Up Question: What is this hearing called?*
 - *Given four choices, must select correct response to move on, feedback provided*
- Judge asks defendant if they can afford a lawyer. Defendant replies they cannot.
 - *Pop-Up Question: What rights does a defendant have?*
 - *Select all that apply*
- Lawyer is appointed and defendant taken back to cell.
- One Week Later: Defendant moved from cell to room to meet with attorney.
- Attorney introduces themselves.
 - *Pop-Up Question: What is the role of the defense attorney?*
 - *Given four choices, must select correct response to move on, feedback provided*
- Attorney reviews pieces of evidence with defendant.
 - *Eyewitness account reviewed: Is it strong or weak?*
 - *Video footage reviewed: Is it strong or weak?*
 - *Information about the weapon is reviewed: Is it strong or weak?*
 - *Overall, is the evidence in the case strong or weak?*
- Defendant asks, "If I plead guilty, what happens?"
 - *Attorney answer to question: Given five choices, must select correct response to move on, feedback provided*
 - *Repeat for each of the five pleas*
- Defendant asks if there is a plea offer
- Attorney explains potential maximum sentence if going to trial compared to the plea offer.
 - *Pop-Up Question: Is this a fair offer? Yes/No and feedback*
- Defendant asked what plea they want to enter.
 - *If Not Guilty, one thing would happen next*
 - *If Guilty, No Contest, or Alford, one thing would happen next*
 - *If NGRI, one thing would happen next*