For my final project, I want to create a murder mystery (or perhaps just a mystery without death). I would combine HP Reveal and the interactive choose your own adventure story to have the player go around the school to find clues. I think this would be important to have this story told in interactive format to fully immerse the person in the mystery and to keep it as interesting as possible. Plus I think having to search for clues around the school is dope as heck.