**Agent of IPAR - Narrative Investigation Adventures**

IPAR is a detective themed adventure game in which the player assumes the role of an investigator and collects evidence, answers questions, and draws conclusions as part of a simulated investigation. Players are guided through a series of scripted steps, allowing them to gain practical experience and draw their own conclusions by answering subject related questions. Files and weblinks can be linked to each question, allowing the instructor to provide a wealth of relevant resources to the player as they need them. Originally developed for entry level digital forensics classes in community colleges, IPAR is flexible and can be used to create cases covering virtually any subject material.

**Initializing** :

Visit [forensic-games.csec.rit.edu/](http://forensic-games.csec.rit.edu/downloads.php) to access the web deployment of IPAR. Case files can be downloaded from Downloads tab and each contain unique scenarios focusing on distinct subject materials.

**Starting out**

• When first launching the game, you will be presented with the option to load a case file. Cases for the game are contained within .iparw type files and can be downloaded from the Downloads tab of the launch website.

• When a case has been loaded, a screen displaying a detailed description of the case will appear. If a save file from a previous session exists, the player will be given the opportunity to confirm their identity and pick up where they left off. Otherwise they can choose to start the case from the beginning.

**Playing the Game**

• The game interface is made up of a conspiracy board in the center of the screen with an array of buttons around the screen. Navigation buttons that change the active category line the bottom of the screen and system buttons that allow the player to save and exit the game are allocated on the upper-left.

• Pieces of evidence populate the conspiracy board, each representing a task of the investigation. Multiple choice questions require the player to select from a list of potential responses, and justification multiple choice questions are similar but require the player to explain their answer with text. Short response questions are open ended and require the player to write a text response. Submission questions open a file browser and prompt the player to choose a file to be submitted. Finally, messages are not actually questions but appear as emails on the board that contain messages that the player reads before progressing.

• Clicking one of these opens a dynamic interface that displays the question and provides the means that the player can use to submit their response and progress.

• Correctly responding to a question will advance the game by uncovering any connected pieces of evidence that have not yet been revealed. As the game progresses, a web of connected pieces of evidence will be revealed.

• Revealing and completing all questions on a conspiracy board will unlock the next board provided that the current board is not the last populated board. Players can move between active boards by using the navigation buttons in the tray.

• Completing all categories in a case will add a new navigation button to the tray that allows the player to “close” the case and export a file to be submitted to their instructor for evaluation and grading.

• Clicking the save button will compress the current case into a single .ipar file, replacing the original that the case was originally loaded from. Progress will load from this file exactly where it left off.

• Unsaved play sessions are autosaved and can be restored upon resuming.

• The exit button will return to the main menu of the game after giving the player the option to save their progress.