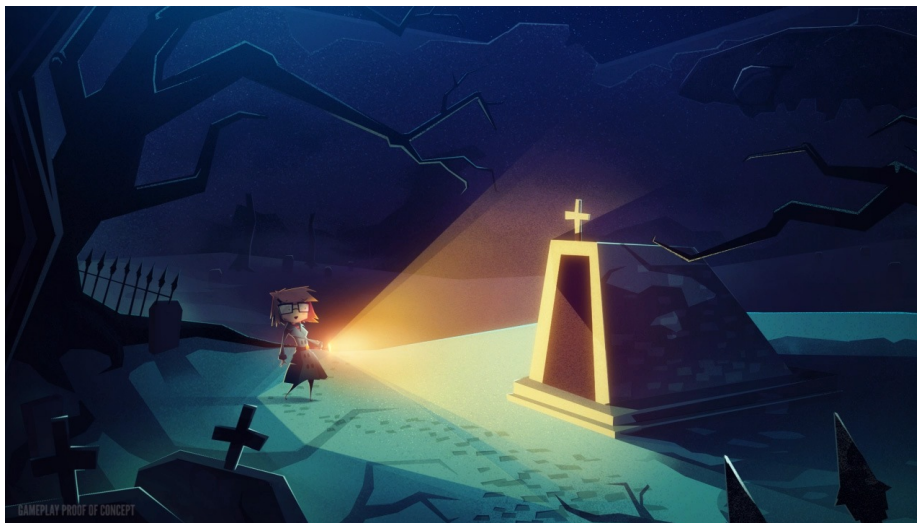# Jenny LeClue

A handmade, exploration based, choose your own
adventure game focused on story, character & mystery!

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Jenny LeClue

The Story

Short Description

This coming-of-age narrative follows Jenny LeClue, a young detective, living in the idyllic college town of Arthurton. Jenny takes on the case of her life when her mother is accused of murdering the beloved Dean Strausberry. She soon discovers that nothing is what it seems…

Long Description

Jenny is a brilliant young detective, sharp eyed, intuitive and a ruthless pursuer of the truth. But nothing exciting ever happens in Arthurton, and Jenny has grown bored of the gumshoe cases she usually solves. She longs for adventure and a real case to crack.

Jenny gets more than she bargains for when the Dean of Gumboldt University is found dead, and all the evidence points to her own mother. Jenny will have to use all her skills of deduction and reasoning to uncover the truth and clear her family name. In the process she will discover that Arthurton is not such a quiet town after all. Arthurton is filled with dark secrets, and there are people who will stop at nothing to keep Jenny from the truth.

Who can she trust? How will she outwit the ever watchful Sheriff? Why has the lake started glowing at night? And why does everyone keep treating her like a kid?

Jenny LeClue is a coming of age tale. Sometimes funny, sometimes scary, always mysterious; it's a story about finding our strengths, accepting our weaknesses, and the blurred lines between what is right and wrong.

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Jenny LeClue

The Game

Short Description

Jenny LeClue is a handmade, 2D, exploration based, adventure game with a focus on story, character, and mystery. The game will initially support PC / Mac / Linux. We plan to add more platforms, especially iOS, after the desktop version is released. We are also looking into the possibility of Steam and Console support.

Long Description

Everything is interactive!

Experience Arthurton, an expansive world with dark corners to explore, secrets to uncover, intriguing and suspicious characters, and mysterious cases to crack!

Tap, swipe, run, jump, and bike your way around Arthurton as you reveal secrets with your flashlight and unravel the mysteries of this deceptively dark town.

Every moment is a chance to interact in new and refreshing ways. Dialogue scenes become a chance to explore and discover clues on a character's person and reveal whether they are a witness or a suspect. Curiosity is rewarded with captivating animations and goodies, making for a richer experience and a living world. It's not just pretty, it's alive!

As you solve mini-mysteries, and put the pieces of Dean Strausberry's murder together, you start to unravel a much bigger mystery…

Explore the abandoned mines, the forgotten graveyard, the misty mountains. Sneak into the police station evidence room. Wander the shops on Main Street and chat up the baristas at the coffee shop. Dig through the archives of Gumboldt University's Library.

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Jenny LeClue

Press Kit

Kickstarter Page

https://www.kickstarter.com/projects/mografi/jenny-leclue-a-handmade-adventure-game

Motionographer Q & A Feature

http://motionographer.com/2014/07/23/jenny-leclue-a-handmade-adventure-game/

Press Kit - Downloadable Stills, Animation, and Process Art

http://jennyleclue.sitedrop.com

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Jenny LeClue

Why Kickstarter?

"Because I can't do it alone…I need you!

I need the help of a larger community in order to realize the dream of producing Appisode One of the Jenny LeClue Trilogy. Storytelling is my passion, and the wonderful Kickstarter community offers the possibility of creating a broader and deeper story than I have the resources to craft on my own.

I have designed the environments and characters, outlined the story, and the game is ready to be brought to life.

This is the story I want to tell as an artist. This is the game I've always wanted to play as a gamer. This is the project I've been excited about making for years, and now we are ready to make that dream a reality. But we can't do it without your help!"

-Joe Russ

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About Mografi

Mografi is a micro indie studio focused on animation and development. Mografi is headed up by Joe Russ, a Motion Designer, Director, and Developer.

About Joe Russ

Joe Russ is a motion designer, director and developer. Jenny LeClue is his vision and his passion. He previously wrote, animated, directed, and crowd funded the short film Fathoms. He also loves food and puppies.

Before moving to Sarasota, Florida, Joe lived and worked in New York City. He has created experiential and on-air content for clients big and small with top design studios and agencies and has worked on national network launches and international rebrands. He has received numerous awards from The Art Directors Club, ProMax/BDA, and The American Advertising Federation.

Joe has also worked as a Professor at Ringling College of Art & Design where he developed and taught curriculum for the burgeoning Motion Design program. He also created a summer internship program, with his company, for motion design students to gain hands-on experience with both internal and client-based projects.

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THANKS!

For any questions, please contact Joe

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