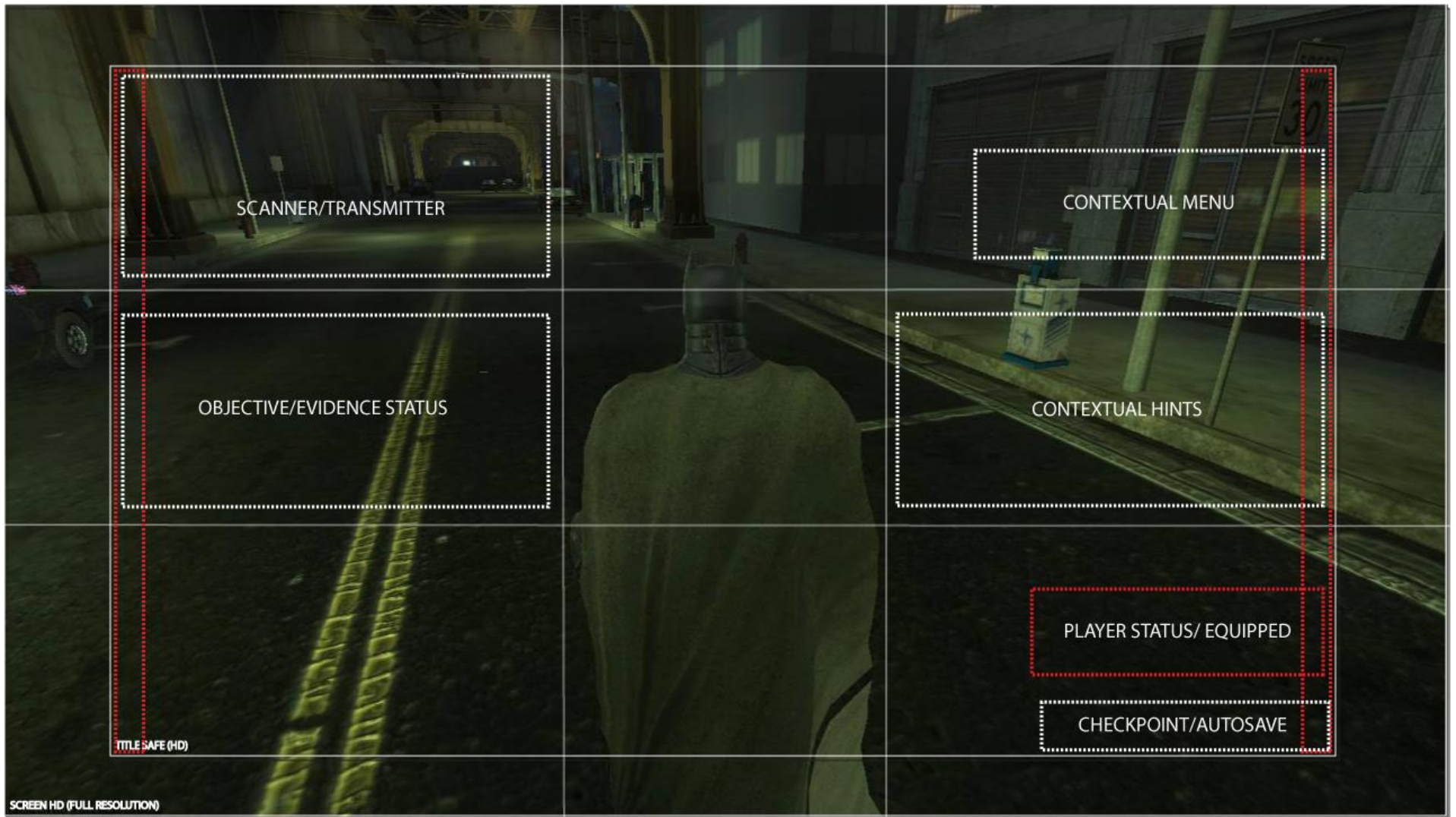


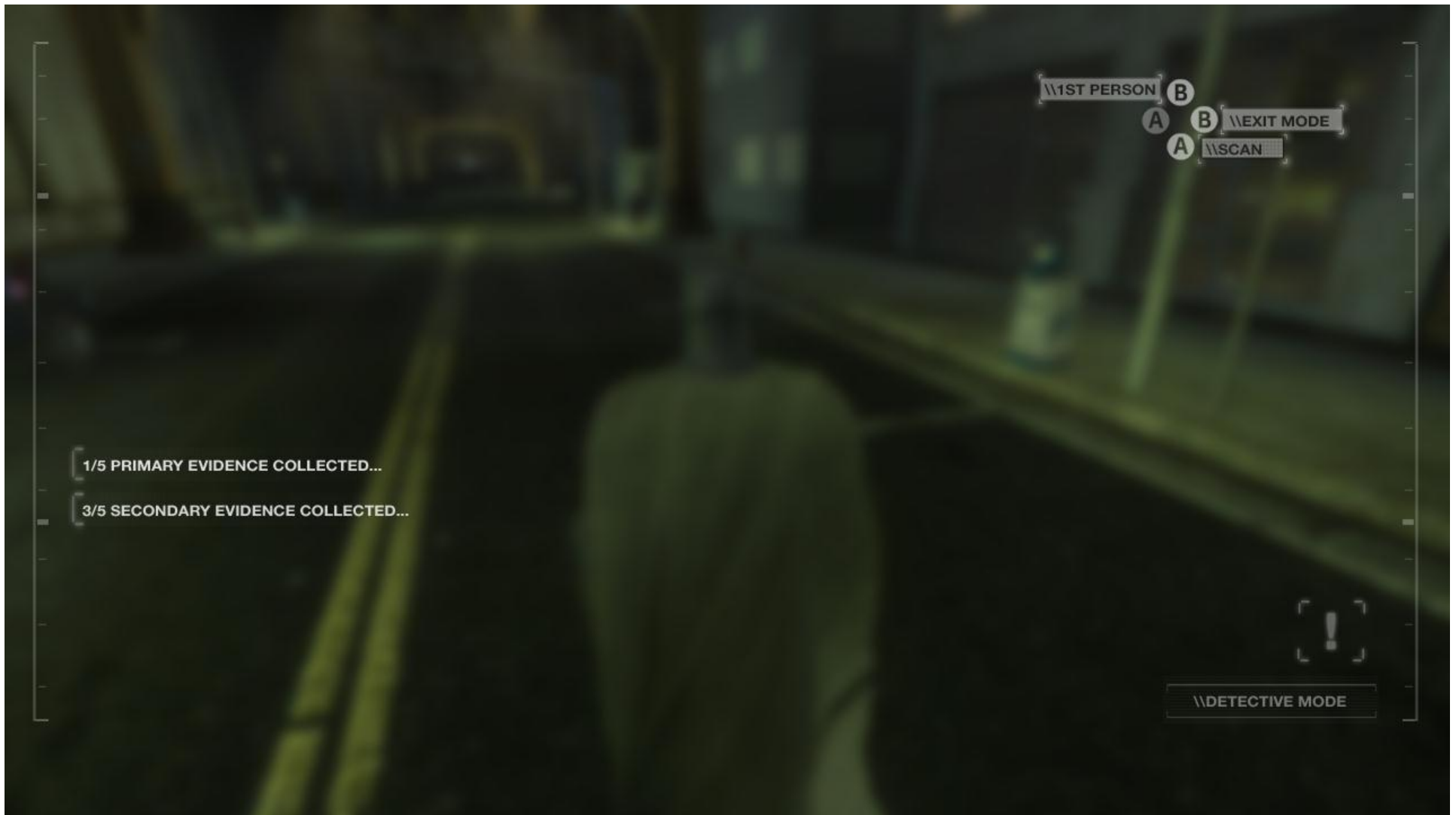
## Detective Mode V2

### Changes:

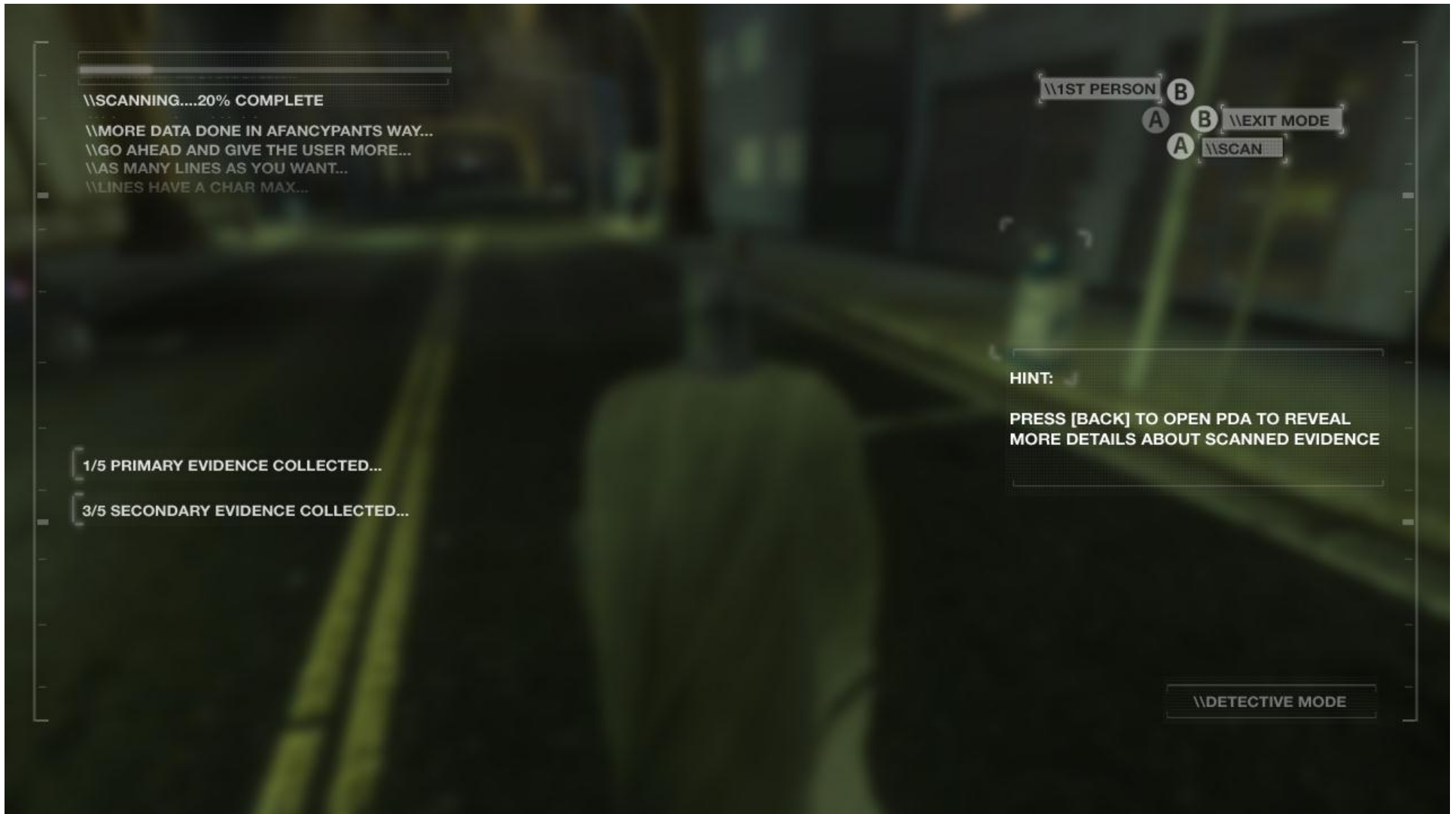
- **New HUD Skeleton:** Major Components in Detective Mode have been moved to stay consistent with the HUD Skeleton document.
- **Contextual Hints Added:** Allows Design to display contextual hints that are not related to face buttons
- **Contextual Menu:** Dynamically displays what player can use face buttons for
- **Evidence Status Remains on Screen**
- **Scanner allows more room for description text if needed**
- **New button layout:** [A] Scan, [B] Exit, [Y] Investigate (1st person), [Y] Zoom out

# HUD Skeleton





[Displays Detective Mode initialized, contextual menu is active, objective status is active, danger is on]



[Displays Quick Scan In Progress, Contextual Hint is Activated]





[Displays First person Mode, Big Scanner scanning 3d object (3d object not pictured but would go between dynamically sized brackets)]



[Displays summary of 1st person scan, 3d object disappears revealing evidence icon type and short summary regarding evidence findings]