# GROUP 1

**Emily, Celia, Eliska, Elisabet, + Ekaterina**

**Genre:** Crime / Film Noir / Mystery

**Message:** Solve the crime and see who put the bomb in the car

**Lighting :** focused flashlight / silhouette

**Sound:** Dialogue / main intro music / explosion

**Movement** : .gif / car driving / explosion

**Time :** 3-5 seconds intro loop , explosion,

**Color :** Black / White, Blue + Yellow

**Font :** True Crimes + Courier

**Interactive elements:** “Press to Start” , player flashes light on each window in the apartment building that overlooks the explosion. Each window has one witness character and we learn from them who might have done it.

**Scene 1 - 3** : Animated Gif of title sequence. Sound : Main Intro music from film.

**Scene 4 - 6** : Animation of car driving and then blowing up in front of building. Sound: Dialogue : “There is a ticking” driving sound and then blow up

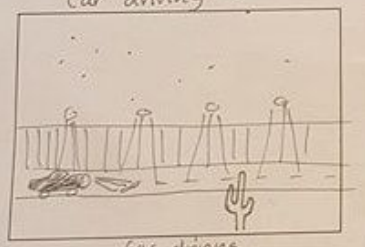
**Scene 7 +** : Close up of the building that the car blew up in front of. Each window will have one of our “witnesses” in silhouette. The player uses a flashlight to shine on each window to show who they are. Each witness will say a line and explain who they think committed the crime. (gif / animation of the character with voiceover from film and / or recording) The player will guess who done it.

**Credits**: 4 stills from the film will swap as the credits scroll through. (the stills will be washed out and manipulated in PS)

Title page / Intro

Dialog:

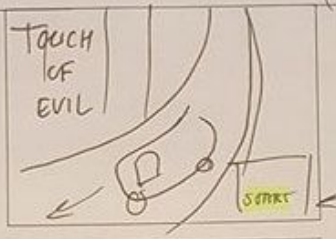
sound: Main title song
Car driving



Car driving

Dialog: "Ticking noice in my head." (from the car)

sound: Main title song (lower volume)




Dialog:

sound: ll

ll

action: Car driving

Dialog: ·/·

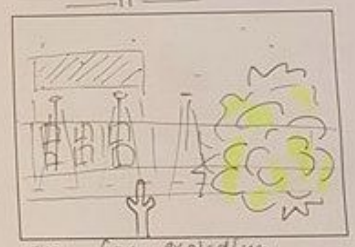
sound: ll

action:

Dialog:

sound: ll

ll



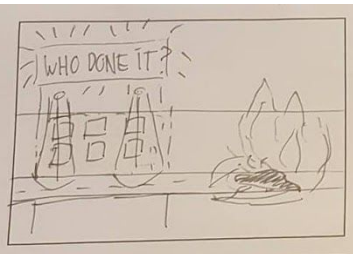
action: Car exploding

Dialog: ·/·

sound: ll

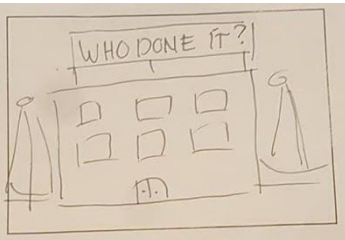
+ explosion

(1)




Dialog:

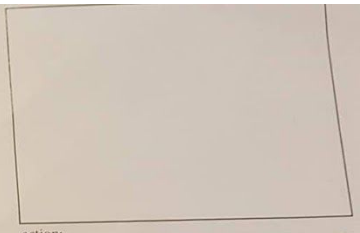
sound:




action:

Dialog:

sound:



action:

Dialog:

sound: