

# PSYCHO-STORYBOARD

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Action/Plot: Introduction

Sounds: Flickering light

Effects: Neon sign glowing, flickering

Interaction: The user clicks to continue

Duration: 7 seconds

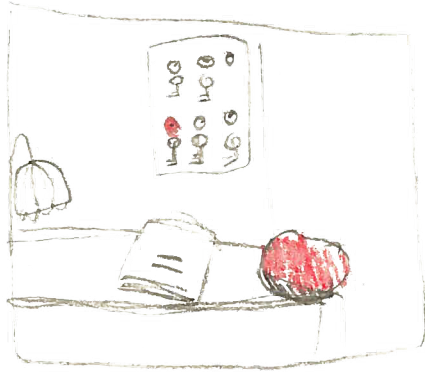


Action/Plot: User is guided to a scene, overview outside the motel, the Office sign is flickering and is inviting the user to come closer.

Sounds: flickering neon sign sound

Interaction: User click on the sign, hover effects

Duration: Depending on the user speed to click on the button

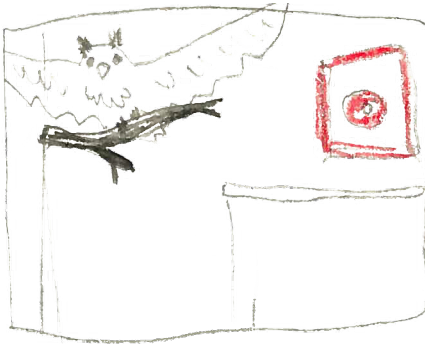


**Action/Plot:** User is guided to the office, different elements are clickable, keys, lamp, sandwich.. (Sandwich brings the user in the parlour).

**Sounds:** Sounds related to the elements, keys, eating..

**Interaction:** User click on the elements, hover effects.

**Duration:** Depending on the user speed to click on the button

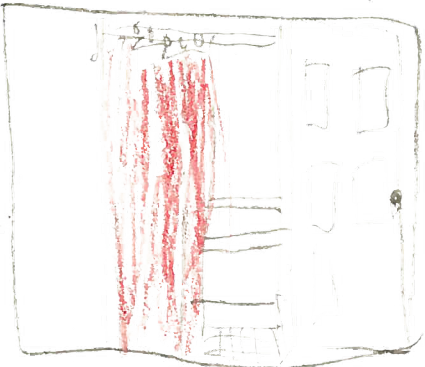


**Action/Plot:** User is guided to the parlour, objects are glowing, when the frame is clicked on, it flips and we can see the hole in the whole glowing.

**Sounds:** Sounds related to objects when clicked on.

**Interaction:** User click on the objects, frame, hole etc..

**Duration:** depending on the user speed to click on the button



**Action/Plot:** User is guided to the bathroom

**Sounds:** Depending on the user, shower curtain, water fall.

**Interaction:** User click on the object, hover effects

**Duration:** depending on the user speed to click on the button



**Action/Plot:** User is guided outside again, but this time directed towards the house.

**Sounds:** Related to objects being clicked on, door opening..

**Interaction:** Once the user clicks on the house, he is asked if he really wants to continue there.

**Duration:** Depending on the user speed to click on the button

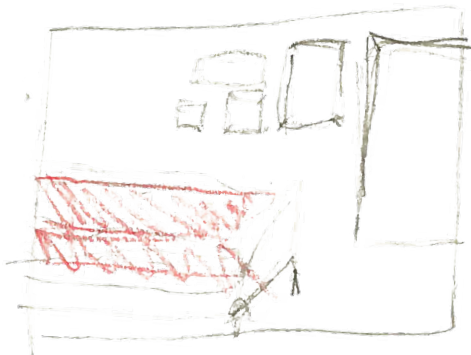


**Action/Plot:** User has entered, he stands in the hall and is guided up the stairs.

**Sounds:** Foot steps

**Interaction:** User click on the red carpet,, hover effects

**Duration:** depending on the user speed to click on the button

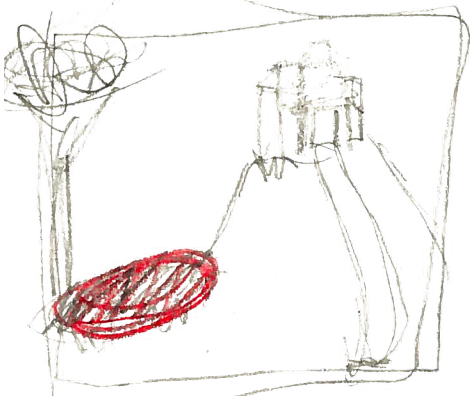


**Action/Plot:** User is guided to the bedroom, discover the place, and the clickable elements.

**Sounds:** Related to clickable elements

**Interaction:** User click on the elements,, hover effects

**Duration:** Depending on the user speed to click on the button

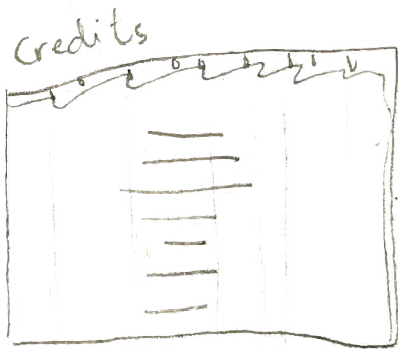


**Action/Plot:** User is guided outside, getting closer to the swamp.

**Sounds:** Swamp sounds

**Interaction:** User click on the swamp, hover effects

**Duration:** Depending on the user speed to click on the button



**Action/Plot:** User is projected in the dark, credit starts.

**Sounds:** Movie stressing sounds,

**Interaction:** None

**Duration:** 7 seconds