

# RELAPSE

SOLVE THE MYSTERY.

**RUNNING TIME:** 30mins

## SYNOPSIS

The year 2080 is a time of crisis- a sickness is spreading across the globe. You are a police detective and your boss wants you in the crime lab ASAP to investigate an important case. You have access to the virtual crime scene which you will explore using VR equipment and the bleeding edge in 2080 technology: the ability to recreate memories based on remnant brain tissue. With the tools and information at your disposal, you may have what you need to piece together the story of the victim and perhaps do something about the sickness threatening to wipe out intelligent life on our planet.

## INTERACTIVE TRANSMEDIA STORYTELLING

You will be invited to a crime scene in the year 2080 and are going to discover evidence as a police officer in the virtual and physical environment, around you. Your job is to go through evidence placed in the police database, e-mails, news and the VR room itself.

After you have received information, you are ready to input the code that unlocks the last chunk of the act.

## MOOD AND AESTHETIC

The mood is a mix of Indian colors, and a dystopian world like in Blade Runner. Through this we are trying to convey that the story takes place in the future and the splash of colors is used to convey turmoil.

