‘Relapsis’ is a Virtual Reality transmedia story-telling experience based on a dystopic world, set in the year 2080. Artificially intelligent robots have taken over the world and there is a sickness/disease spreading all over. Relapsis was created as a free exploration world for the user, which takes them on a quest to solve a murder mystery, role-playing as a police officer/detective; from the physical world to the web terminal, thereon to a virtual world and back to physical reality.

Roles and Responsibilities:

On this project, I was wearing several hats, such as:

**Production Manager** –

Responsibilities:

Planning sprints

Maintaining Trello board

Conducting daily stand ups

Following up on art and design and combining with development work.

Conceptualization to Delivery – all the experiences were separately designed – physical, virtual and web. There are puzzles in both physical and virtual worlds. I had to wear two hats at once, viz., Designer and Production Manager and taking decisions on features like various puzzles, was difficult but achieved through Agile tools, like Bull’s eye and a supportive team.

**Puzzle Designer –**

**Suspension of disbelief** was needed to be achieved through planning each puzzle as if a simulation of the real-world mystery solving case.

The flow of the police officer’s **(user) interaction** was made seamless by adding a cue at the end of each puzzle that hinted the user to interact with a different world, for eg., When he/she interacted with the web-terminal to check their messages, they were directed to check the criminal reports, in the real world, which further led to findings and hinted them to put on their VR headsets and immerse into a conversation between the A.I. Robot and a doctor trying to work on a cure for the disease that’s spreading.

The puzzles led to immersing the user into putting together the pieces of the puzzle and solving the mystery to spot the criminal behind an infamous murder.

**Director –**

I wrote the script and directed the video call with the user’s boss when the user is seated in a futuristic automobile which takes flight as soon as the user puts on the headsets and drops them at their destination. The video had to be succinct in providing the user with information about their job while immersing them into the role of a police offer/detective, also, introducing them to the aesthetic of the outside reality (virtual), which is a dystopian, cyber punk world with a blade runner aesthetic, based in Neo Bangalore, India.