STORY BOARD
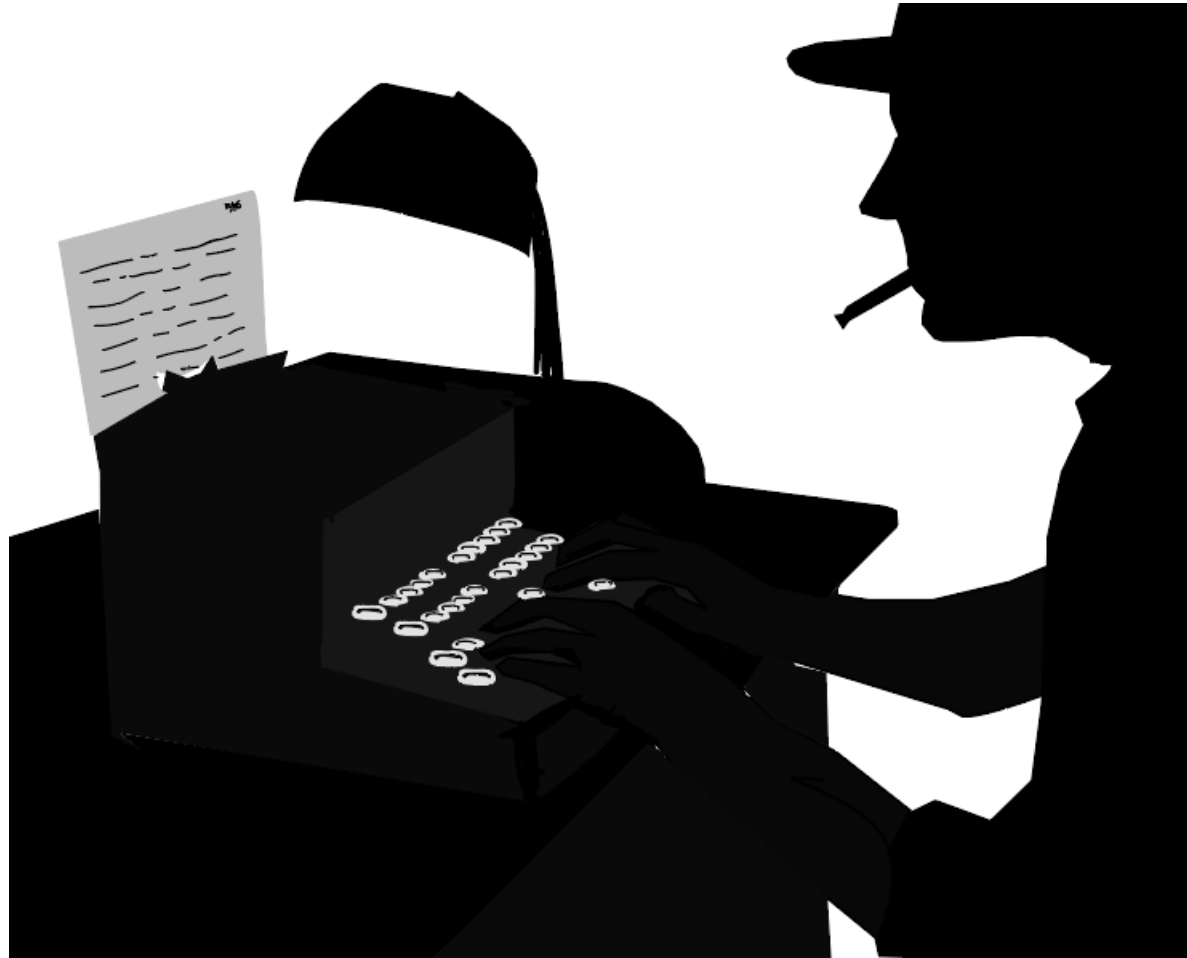
The Big Sleep
—— Howard Hawks

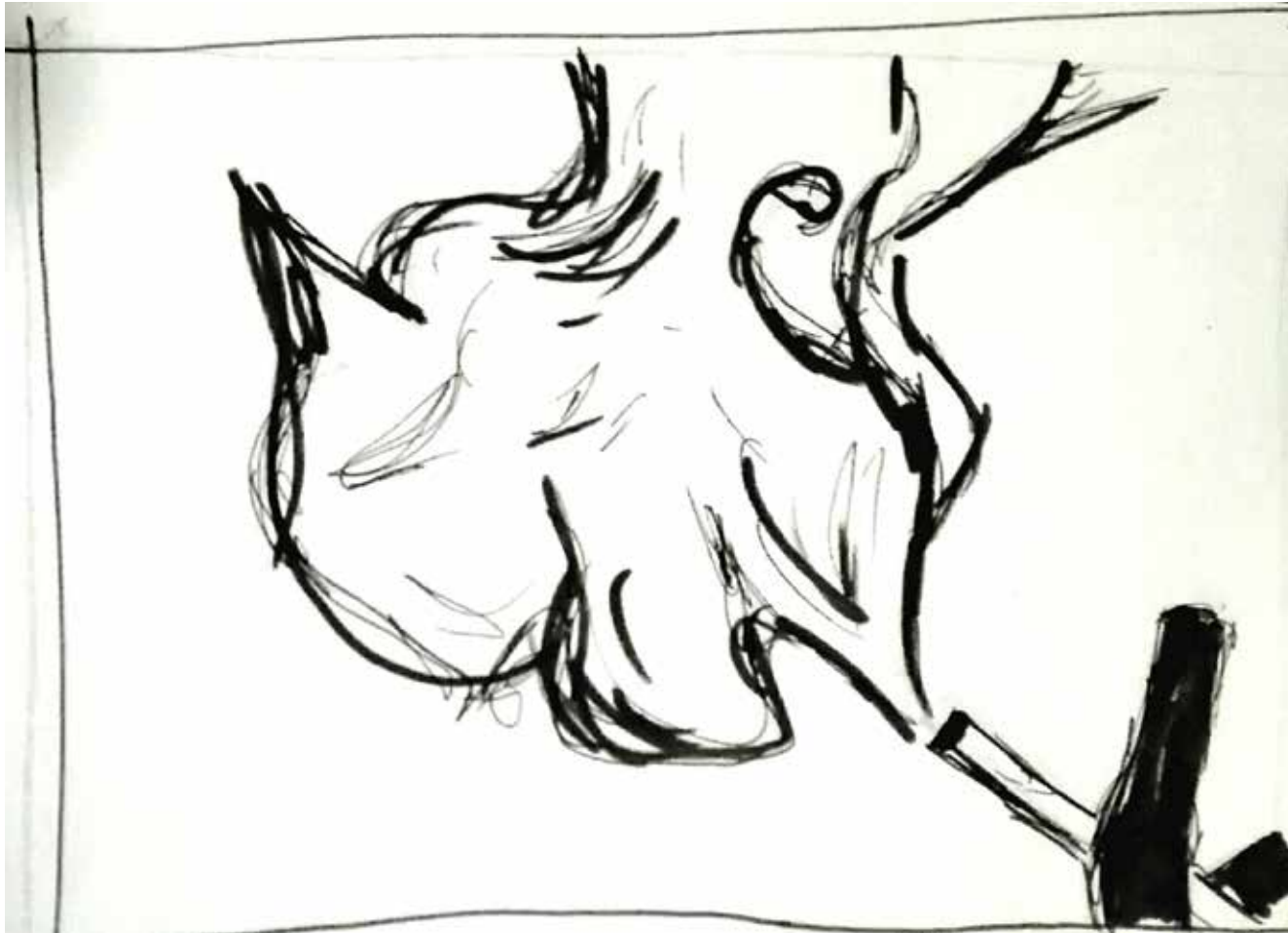The user is watching Marlowe from the behind - typing a letter. Cigarette and smoke on a side.

Interaction: none
light: dark room, light on the typewriter and letter
sound: rain, thunder, typing
movement: typing on the typewriter
time: 15-10 seconds

Transition with animation

Interaction: none
light: transition between smoke and the 3rd frame
sound: mysterious music
movement: various
time: 5 seconds

The user is going through a room with a flashlight, getting to know the characters.
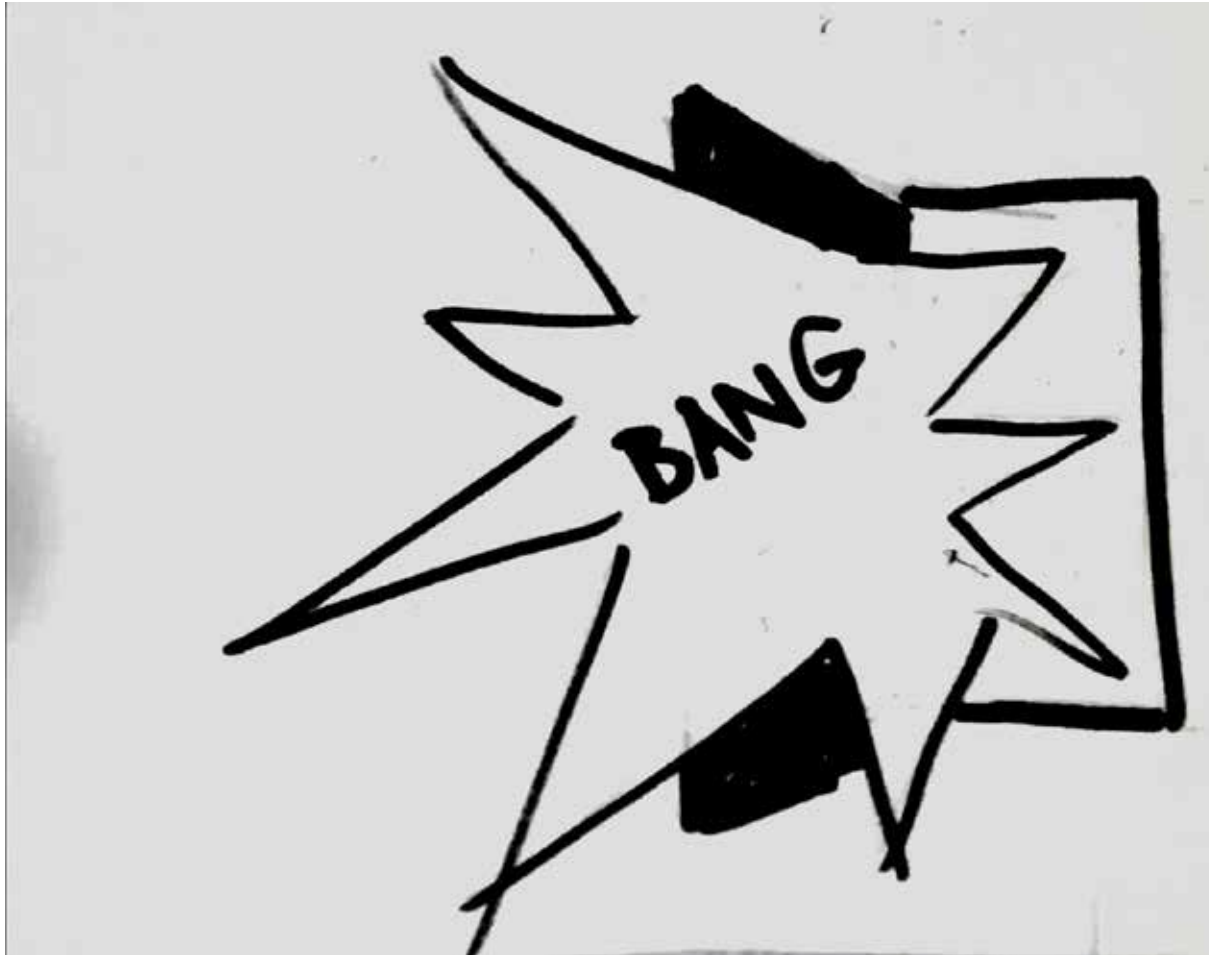
Interaction: user can hover and click the characters and find more clues about them
light: dark room expect the flashlight that lights the characters
sound: Mysterious
movement: everyone is still except when you hover over them (Carmen puts thumb in her mouth: "You're cute…")
time: indefinite, user decides

Opening the door

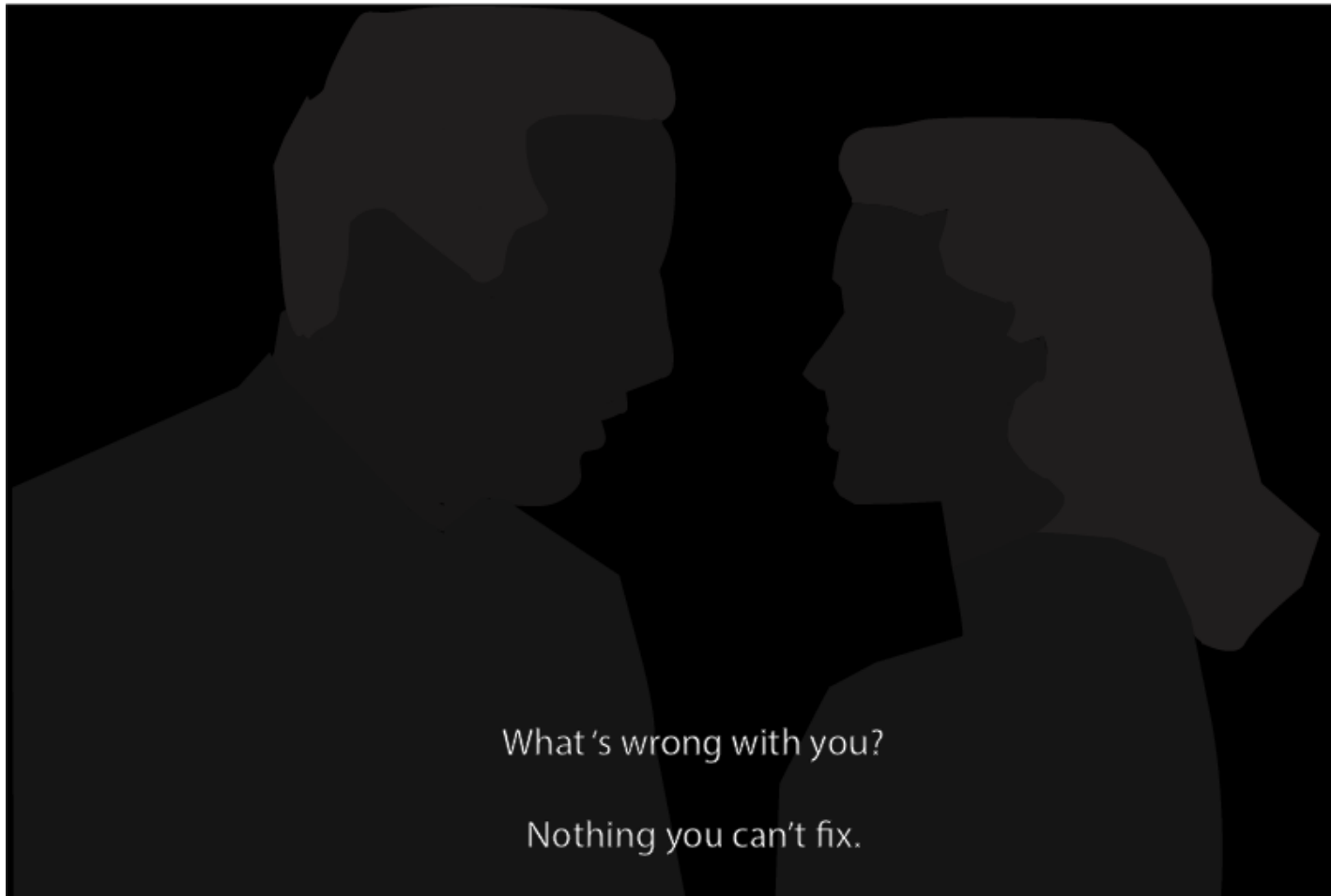*interaction: User is navigated to press on the doors*
light: when user press on the door, after gunshots bright light appears
sound: gunshots and screaming
movement: the door opening, someone gets shot
time: 10sec

What's wrong with you?

Nothing you can't fix.

Marlowe and Vivian - "What's wrong with you? Nothing you can't fix"

light: all dark, a single light from a lighter and silhouettes of Marlow and Vivian
sound: calm, kinda romantic
movement: none, they are both still
time: 3s

THE BIG SLEEP

Created by:

MMD17

Credits

sound: classic outro music
movement: title sequence with animations
time: 10sec

Getting the user to want to solve the crime Marlowe is working on - Mainly the idea is to get the user to watch the movie.

Genre/Mood: Crime (noir)

message

Interactive

Hover over the characters (flashlight effect), click on them to find more about characters, click on the door.

elements