



CATCH ME

LOCATIO BASED (Former) CRIME GAME

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“ The player is a detective haunted by his past and guided by his **experienced partner** in the missing persons unit of the city of Cologne. He must find the whereabouts of Joan Volke, a young woman who disappeared in broad daylight.

”

FEATURES:

- GPS
- NOTEPAD
- PARTNER
- LAB

ORIGINAL

Follow a route and walk around in the heart of Cologne. Find the props, take the pictures, catch the files (evidence and testimonies).

After collect them all (or at least go to 7 out of 11 stops), **profile your suspects**. Solve the case and watch how the story unfold.

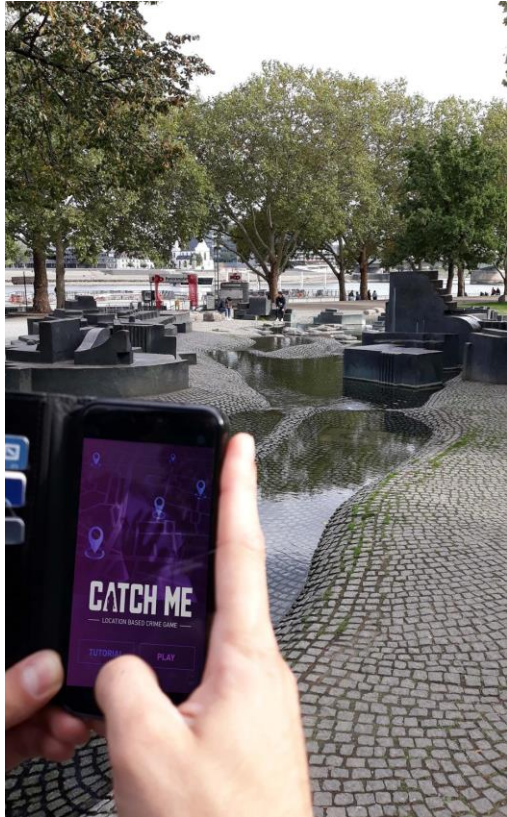
NEW

Disclaimer: Due to the crisis, the Twine version of the prototype is in development, so it changed from a location-based app game to an interactive fiction web page format.

This version will be supported by original audiovisual material, which aims to bring the user closer to the **experience of being on location.**

SOME LOCATIONS OF THE GAME

CATCH ME



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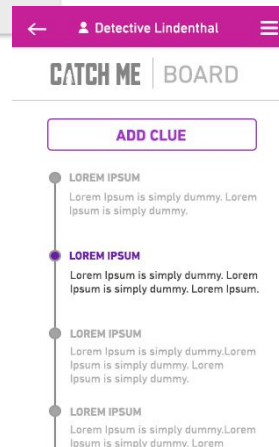
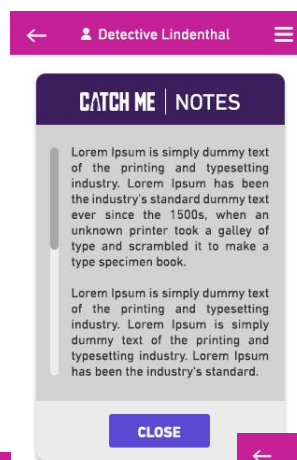
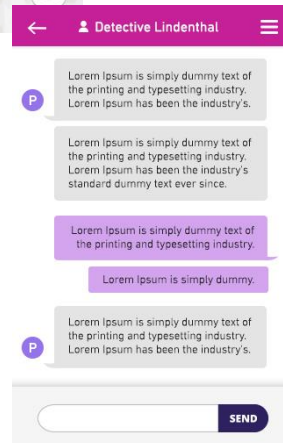
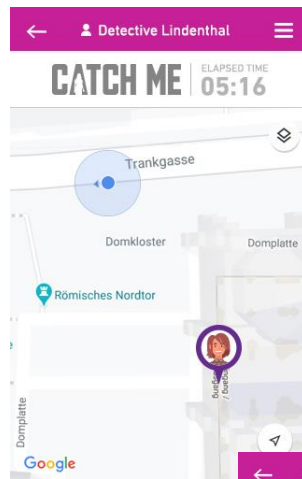
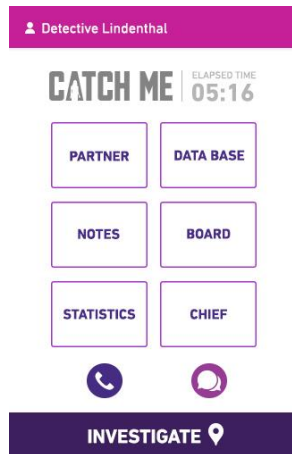
Crime solving **mechanics**

- L.A. Noir.
- The Red String Club
- Her story



MOCK UP INTERFACE

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TECHNOLOGY

Original: APP Game with GPS, for Android and IOS, real world props, photo tasks, audio files, graphic animation. Google maps+Unity.

In the Twine versión there are **Audiovisual files** that present the context of the crime, audio files and transcriptions from suspects, and constant messages from your partner, to advance the search for Joan.

NEEDS

Graphic designer ideally with experience in video games or UX.

A **UX designer**, to develop an enhanced **pervasive experience**, despite not being able to be in the game's location.



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