Sync

ONLINE DATING WITHIN STORY ADVENTURES

Feburary 11th, 2020

Mission

Dating is more than chatting.

We create a realistic, fun, and earnest online dating environment by having two people play together through series of story adventures.

Online dating issues

1. Superficial

2. Boring

3. Distanced

4. Awkward

Our solution

Serial stories with audio/visual/text where the couple's **collective choices** change the storyline and reveal each other's **personalities**.

Sample choice

You find yourselves stranded on a desert with one bottle of water each. An old sign says it's a long walk to the oasis. You come across a dehydrated person laying on the ground. He asks if you have some water.

A. Give him one of your bottles

B. Give him only a sip

C. Walk away

Team

Product Owner - **Jeremy Zhang** | MA Digital Narratives

Storytellers - **Roma Raju** | MA Serial Storytelling

- **Ljubica Luković** | MA Serial Storytelling

UI/UX Designer - **Markus Santner** | 10+ years experience

Backend Developer - **Jan Wichmann** | 5+ years experience

Frontend Developer - **Michael Frisch** | 10+ years experience
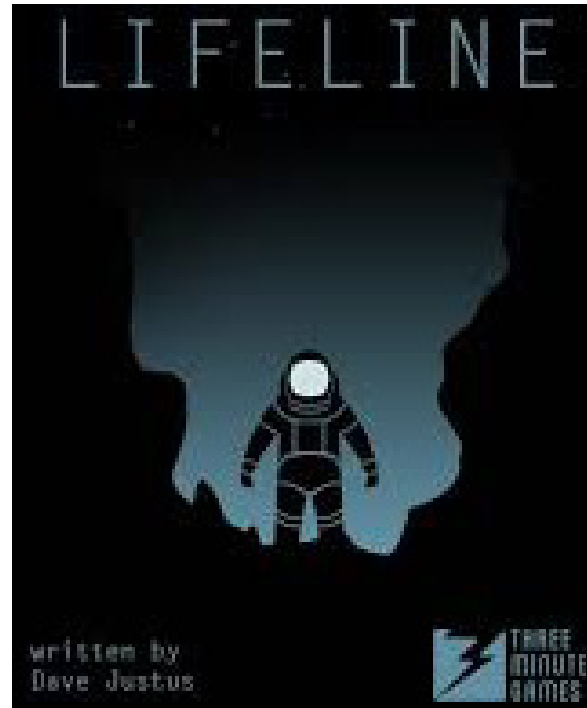
Artist - **Fritz Thiel** | BA Game Art

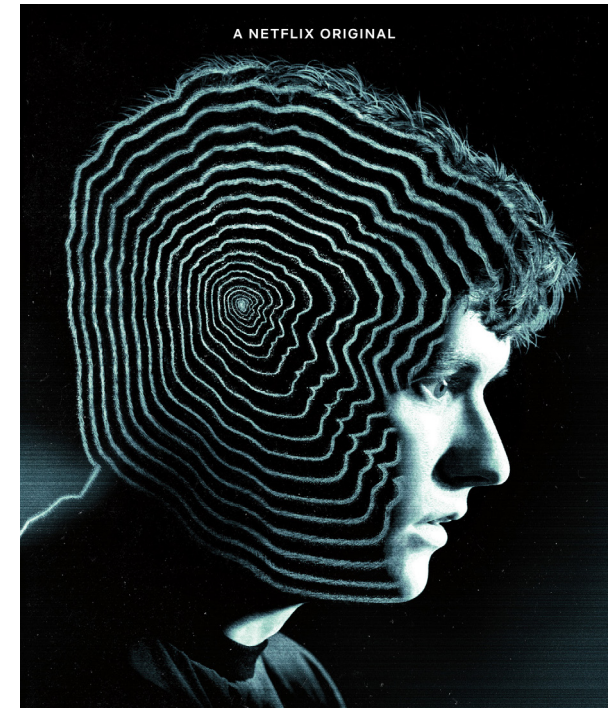**Translator** - **Miriam Schwan** | 10+ years experience

Interactive stories

Myst 1993

Lifeline 2015

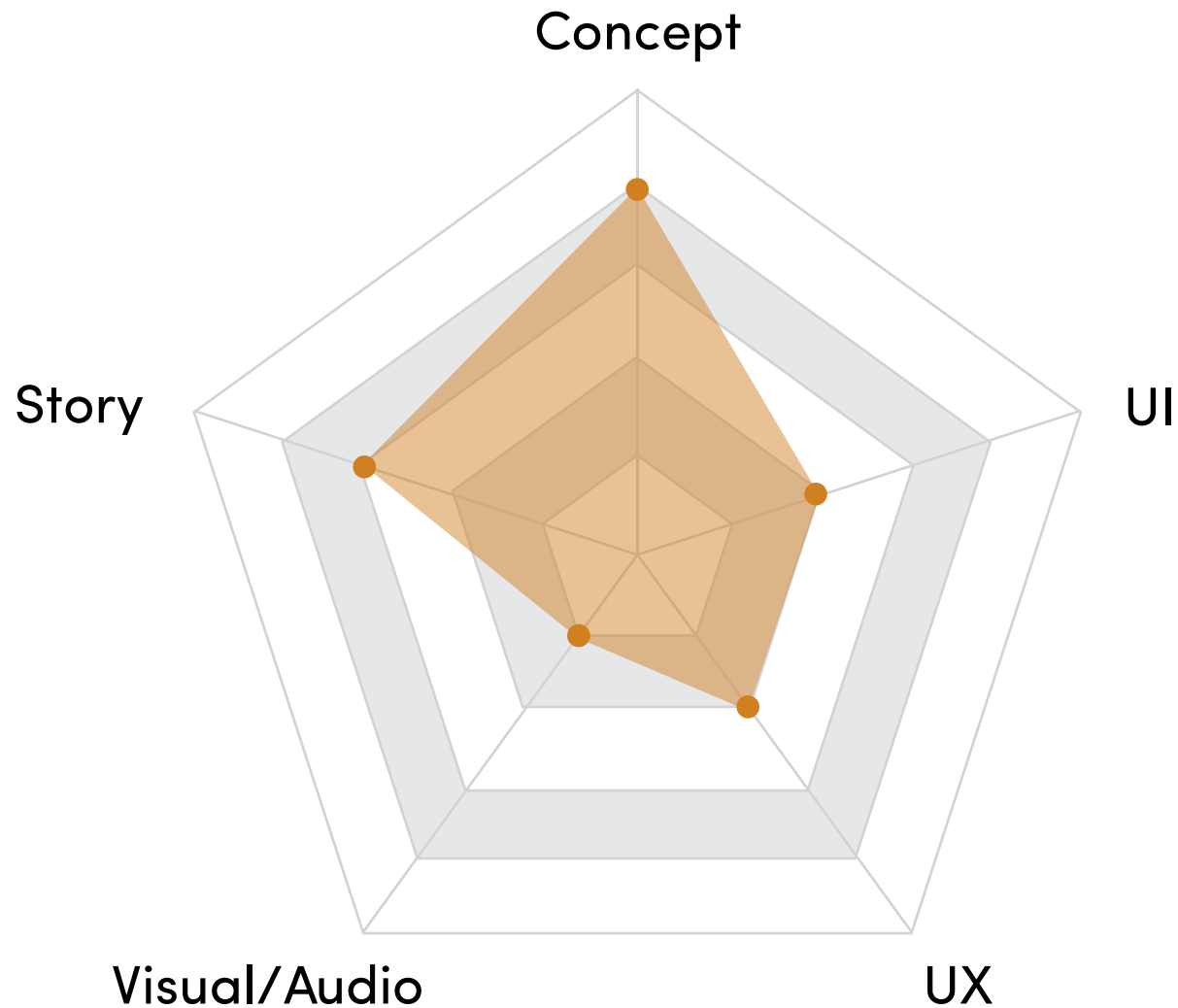Black Mirror:
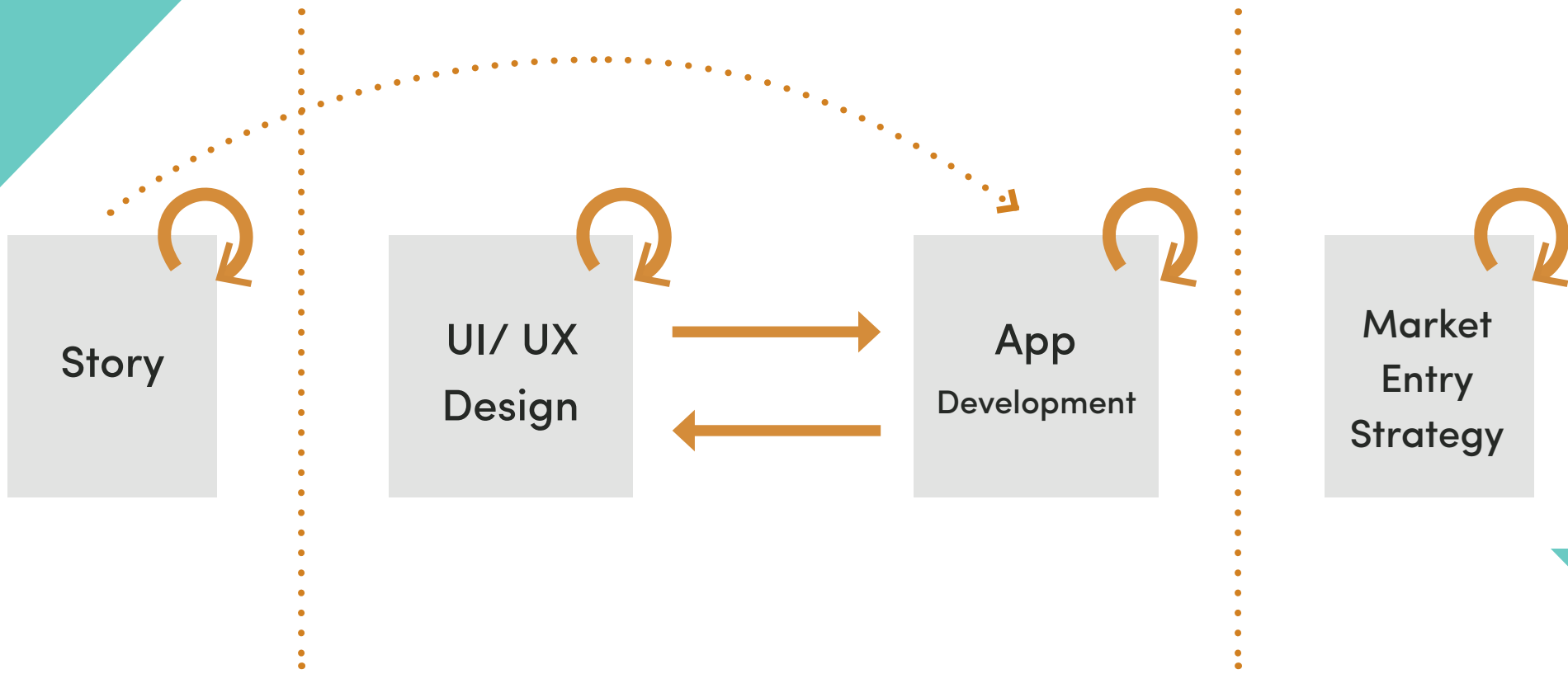Bandersnatch 2018

Home

Invite Players

Check Invitations

Logout

Towards an MVP

The whole app with 1–2 stories

How we work

Story

UI/ UX
Design

App
Development

Market
Entry
Strategy

Iterations + Continuous testing

Now: Trusted user base   **Later:** Enhanced user base

Contact

Jeremy Zhang

jeremyzhd@gmail.com

0151-186-88618