

How does this thing work?

Fine, I'll tell you. The project's scenes are divided into four levels, where each click directs users to the next level until they reach the break up scene (that is, unless they find the short cut!). The levels make a sentence, as in: "Level 1" AND "level 2", BUT "level 3", SO "level 4", THUS "break up", and the whole project loops back again and again, infinitely.

I wanted to tell a story that felt like a highly emotional memory, so the UX of this story is meant to reflect that.

For those who want to make sure they saw everything: there are 17 mini scenes (16 that live within the 4-level structure described above, plus one "shortcut"), and 3 slightly different versions of the breakup, that are randomized, depending how you got there.

Thank you for viewing.