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Project title: The Date

Format: Interactive Short

Genre: Romantic comedy

Status: Script in development

Duration: 10 minutes approx

Platform: Digital projection in suitable equipped theatre and DVD

Synopsis: You are at a speed-dating event and you speak to four men.

DEREK (32) is obsessed with his Chihuahua Mr. Snuggles. So much so that he's brought him out with him. The dog is taking a dislike to you whilst you are attempting to ask questions. You are constantly being interrupted by the snappy animal. BRIAN (39) just wants to be liked and is always trying to figure out what would be the answer you'd like most to hear from your questions.

KEVIN (26) has never had any kind of relationship before and is somewhat desperate, and terribly inept. He has an uncanny ability to say the wrong thing and not realise the inappropriateness. JULIAN (33) is very outdoors and terribly posh but is completely direct about what he wants in a woman. Hunting and cricket is all he knows so he describes what he wants in a woman in those terms.

After intercut dating questions, the audience gets to pick which man to date. You go on a date with your chosen man and suffer more comedy at the hands of one of the above. At the end of the disastrous date, we fade to black and the title "10 years later" appears. Each date has a surprising outcome from the first impressions, ranging from marriage, divorce, stalking and now living with as an openly gay flat mate.

Player Protagonist: The audience IS the protagonist as this short is entirely POV. The audience decides what kind of person they are as the protagonists by the choices they make.

Style and Treatment: This interactive movie is a character comedy set in the desperate twilight of thirty something dating. Very "When Harry met Sally". Very quick urbane and stylish. It will be entirely shot POV from the audience's perspective so the piece will comprise of jump cuts between characters talking to camera.

Interactivity: The audience can choose the course of action and have to face the consequences of them. The interaction can be audience response (cheering or clapping), SMS or voting keypads.

Target Audience: 20 – 30 predominantly female audience (though not excluding a male one either). Very "Bridget Jones Diary".