

A Series of Gunshots

Friday, 9 October 2015



Essentially using the final scene of What We Did but replicating it many times (say around 20 scenes preferably?) and then presenting around 5 at random to the player in sequence with a random number of gunshots (and flashes) on any keypress or mouse press or touch etc. That's the whole thing, with the 'idea' being that it's performative to decide when each gunshot should be fired.

