CHARACTERS

- Player Character * 1
- Customers * 4

  TOTAL: 5 characters

(P/S: All characters are 3D models made with simple polygons, with minimal facial features)

OUTPUT DURATION

Segment	Duration (s)
Developer Team Intro	3
Game Teaser	42
Game Trailer	54
Game End-card	9
TOTAL	108 (1 minute 48 seconds)

(**P/S:** 1 shot == Average 3 seconds/ 3s)

STORY

Development Team Intro

The 3-Day-Cab game trailer starts with appearance of the development team logo (2ez Studios) in a glitching format, then reverts to normal after the glitching ended.

Game Teaser - Intro to Game Title (No Gameplay Introduced)

The screen then fades into a city scene. On close-ups, several angles of a cab car would be displayed (like those in car advertisements). The shot angle would fix on horizontal layout with the cab car's right side facing the camera.

Later, the player character would appear from the left side of the screen, opens the door and then enters the car. The car then starts its engine and then leaves, shooting a large amount of dust from its exhaust. The exhaust gradually disappears, and the game's title displays from the location where the dust begins to disappear.

Game Trailer - Briefing of Game's Features (Gameplay Introduced)

The screen immediately cuts into an introductory layout where the gameplay of the game would be displayed on the left side of the screen, while its relevant description and explanation would be displayed on the right side of the screen. The game's first feature of 'enabling players to choose their own customers' would be shown along with a game layout showing selection of customers to drive with.

The screen then transitioned into the second introductory layout, with format similar to the first one but with slightly different color layout. The game's second feature of 'selecting the best path to drive your customers quickly and safely' would be shown. The game layout would display a map of paths available for the players to travel around, displaying the perks obtained when entering a specific tile.

The screen then transitioned into the third introductory layout, with format similar to the first one as well with slightly different color layout. The game's third feature of 'bond with different customers and befriend them' would be displayed with the game showing several instances of conversations in-game, while displaying both the description and all customers' silhouette at the right side of the screen.

Game Trailer End-card - Game Release Announcement

The screen immediately cuts into a layout showing the game title (3-Day-Cab), while showing a cab car driving in the background. The game release date and platform would be displayed at the bottom side of the screen. The screen then fades out after a certain amount of time to end the video.

VISUAL STORY

Segment	Content	Shots Needed	Cumulative Shots
Dev. Team Intro	Logo Display	1	1
Game Teaser	City Scene (ELS)	1	2
	Cab Car Multi-Angle View	3	5
	Player appears	1	6
	Player opens car door	1	7
	Player enters car	1	8
	Player closes car door	1	9
	Car engine starts	1	10
	Car exhaust shoots dust	1	11
	Dust covering the screen	1	12
	Car leaves	1	13
	Dust disappears	1	14
	Showing Game Title	1	15
Game Trailer	Gameplay Video Display (Feature 01)	3	18
	Game Description Animation (Feature 01)	1	19
	Gameplay Video Display (Feature 02)	4	23
	Game Description Animation (Feature 02)	1	24
	Gameplay Video Display (Feature 03)	4	28
	Game Description Animation (Feature 03)	1	29
	Showing all (customer) characters silhouette	4	33
Game End-card	Display Game Title	1	34
	Cab Car driving background	1	35
	Game release date & platform display	1	36
	TOTAL		**36 Shots**

Signature of Approval