Two Column Script

TITLE: I'm the Skilled Driver (3DayCab) Game Trailer

VIDEO	AUDIO
FADE IN Logo Display **Camera Distance**: Long shot in black background **Camera Angle**: Eye level **Camera Motion**: Static **Expected Duration**: 3 seconds *[Description: glitching effect by rgb changes]* FADE OUT	**Sfx**: program glitching sound effect **Expected Duration**: 3 seconds
(Old TV effect) View of a city scene **Camera Distance**: Establishing shot **Camera Angle**: High angle **Camera Motion**: Pan **Expected Duration**: 3 seconds *[Description: show almost-full view of a city by shooting the city scene from the sky level (bird level), background, include old tv look effect throughout the shot, sun ray background effect on the city's background]* (Old TV effect)	**Sfx:** birds chirping in background **Expected Duration**: 3 seconds
FADE IN Cab Car Multi-Angle View **Camera Distance**: Medium shot **Camera Angle**: High angle **Camera Motion**: Pan **Expected Duration**: 3 seconds *[Description: From car plate behind to left door, glossy metal effect on the car]* CUT TO	**BGM**: *Uplifting & Energetic Pop* **BGM Transition**: Fade in **Volume**: Medium (40%~60%) **Expected Duration**: Until the end of the trailer (BGM Continues)

FADE IN Cab Car Multi-Angle View **Camera Distance**: Medium shot to medium long shot **Camera Angle**: Low angle **Camera Motion**: Zoom out, pan **Expected Duration**: 3 seconds *[Description: Zoom out from car front left tire, glossy metal effect on the car]* CUT TO	**SFX**: Zoom in and out sfx **Volume**: Low/Medium **Expected Duration**: Play at the moment of zooming (BGM Continues)
FADE IN Cab Car Multi-Angle View **Camera Distance**: Medium long shot to long shot **Camera Angle**: Eye level **Camera Motion**: Zoom out **Expected Duration**: 5 seconds *[Description: Zoom out to see the whole car, glossy metal effect on the car]* CUT TO	**SFX**: Zoom in and out sfx **Volume**: Low/Medium **Expected Duration**: Play at the moment of zooming (BGM Continues)
CUT TO Player appears **Camera Distance**: Medium long shot **Camera Angle**: Low angle **Camera Motion**: Static **Expected Duration**: 5 seconds *[Description: Player character walk near the car focusing on legs, stop motion applied]* CUT TO	**SFX**: Footsteps on concrete sound effect **Volume**: Medium/High **Expected Duration**: Play when the player is walking (BGM Continues)
CUT TO Player opens car door **Camera Distance**: Medium long shot **Camera Angle**: High angle **Camera Motion**: Zoom in **Expected Duration**: 2 seconds *[Description: From top of car, focusing on player's hand movement, stop motion applied]* CUT TO	**SFX**: Car Door Open Close Sound Effect **Volume**: Medium/High **Expected Duration**: Play when the player opens the door (BGM Continues)

CUT TO _Player enters car_ **Camera Distance**: Long shot **Camera Angle**: Eye level **Camera Motion**: Static **Expected Duration**: 2 seconds _[Description: Focusing on car head, stop motion applied then stop motion disappear]_ CUT TO	**SFX**: Sitting Down On Office Chair Sound Effect **Volume**: Medium/High **Expected Duration**: 1 second (BGM Continues)
CUT TO _Player close car door_ **Camera Distance**: Long shot **Camera Angle**: Eye level **Camera Motion**: Static **Expected Duration**: 2 seconds _[Description: Focusing on car head]_ CUT TO	**SFX**: Car Door Open Close Sound Effect **Volume**: Medium/High **Expected Duration**: Play when the player closes the door (BGM Continues)
CUT TO _Car engine starts_ **Camera Distance**: Long shot **Camera Angle**: Eye level to high angle **Camera Motion**: Pan and Tilt **Expected Duration**: 3 seconds _[Description: Car vibrates, car brake lights up]_ CUT TO	**SFX**: Car Start sfx **Volume**: Medium/High **Expected Duration**: 3 seconds **SFX**: Car horn sfx **Volume**: Medium/High **Expected Duration**: 1 second (BGM Continues)
CUT TO _Car exhaust shoots dust_ **Camera Distance**: Long shot **Camera Angle**: High angle **Camera Motion**: Static **Expected Duration**: 2 seconds _[Description: black particle or smoke to be applied]_ CUT TO	**SFX**: Drive away sfx **Volume**: Medium/High **Expected Duration**: 2 seconds (BGM Continues)

CUT TO
Dust covering the screen
Camera Distance: Long shot
Camera Angle: High angle
Camera Motion: Static
 	
Expected Duration: 3 seconds
[Description: Camera become semi-transparent but could still see the brake light]
 	
      CUT TO
	SFX: city street noise Sound Effect
	Volume: Medium/High
	Expected Duration: 3 seconds
	    OR
	SFX: Drive away sfx
	Volume: Medium/High
	Expected Duration: 3 seconds
	
	    (BGM Continues)

CUT TO
Car leaves
Camera Distance: Long shot
Camera Angle: High angle to eye level
Camera Motion: Tilt
 	
Expected Duration: 3 seconds
[Description: Showing brake light moving]
    CUT TO
	SFX: city street noise Sound Effect
	Volume: Medium/High
	Expected Duration: 3 seconds
	    OR
	SFX: Drive away sfx
	Volume: Medium/High
	Expected Duration: 3 seconds
	
	    (BGM Continues)

CUT TO
Dust disappears
Camera Distance: Long shot
Camera Angle: Eye level
Camera Motion: Static
 	
Expected Duration: 3 seconds
[Description: Camera become clear again and show surrounding without the car]
    CUT TO
	SFX: Drive away sfx
	Volume: Medium/High
	Transition: Fade out
	Expected Duration: 3 seconds
	
	    (BGM Continues)

FADE IN
Showing Game Title
Camera Distance: Long shot
Camera Angle: Eye level
Camera Motion: Static
 	
Expected Duration: 3 seconds
[Description: Game title fall from sky to ground]
    FADE OUT
	[optional]
	SFX: Snap Sound Effect
	Volume: Medium/High
	Expected Duration: Plays when the title appears
	
	    (BGM Continues)

FADE IN Gameplay Video Display (Feature 01) **Camera Distance**: Medium shot to close ups **Camera Angle**: Eye level **Camera Motion**: Tilt **Expected Duration**: 3 seconds *[Description: From pick businessman UI to Money UI, tapping effect, increase money effect]* CUT TO	(BGM Continues)
CUT TO Gameplay Video Display (Feature 01) **Camera Distance**: Medium shot to closer ups **Camera Angle**: Eye level **Camera Motion**: Tilt **Expected Duration**: 3 seconds *[Description: From pick schoolgirl UI to Money UI, tapping effect, increase money effect]* CUT TO	(BGM Continues)
CUT TO Gameplay Video Display (Feature 01) **Camera Distance**: Medium shot to closer ups **Camera Angle**: Eye level **Camera Motion**: Tilt **Expected Duration**: 3 seconds *[Description: From pick old man UI to Money UI, tapping effect, increase money effect]* CUT TO	(BGM Continues)
CUT TO Gameplay Video Display (Feature 01) **Camera Distance**: Medium shot to closer ups **Camera Angle**: Eye level **Camera Motion**: Tilt **Expected Duration**: 3 seconds *[Description: From pick part timer UI to Money UI, tapping effect, increase money effect]* CUT TO	(BGM Continues)

CUT TO Game Description Animation (Feature 01) **Camera Distance**: Long shot **Camera Angle**: Eye level **Camera Motion**: Static **Expected Duration**: 3 seconds *[Description: Transition of wording "Get 10000$ in 3 days", shape circle burst effect]* CUT TO	(BGM Continues)
CUT TO Gameplay Video Display (Feature 02) **Camera Distance**: Medium shot **Camera Angle**: Eye level **Camera Motion**: Static **Expected Duration**: 3 seconds *[Description: "Player" and "Destination"" insert glow effect, call out title for "Destination" and "Player"]* CUT TO	(BGM Continues)
CUT TO Gameplay Video Display (Feature 02) **Camera Distance**: Medium shot **Camera Angle**: Eye level **Camera Motion**: Static **Expected Duration**: 3 seconds *[Description: Tap effect to move, 2 steps]* CUT TO	(BGM Continues)
CUT TO Gameplay Video Display (Feature 02) **Camera Distance**: Medium shot to long shot **Camera Angle**: Eye level **Camera Motion**: Zoom out **Expected Duration**: 3 seconds *[Description: Rules scene pops out]* CUT TO	(BGM Continues)

CUT TO Gameplay Video Display (Feature 02) **Camera Distance**: Long shot **Camera Angle**: Eye level **Camera Motion**: Static **Expected Duration**: 3 seconds *[Description: Transition of wording "6 road symbols to remember"]* CUT TO	(BGM Continues)
CUT TO Game Description Animation (Feature 02) **Camera Distance**: Long shot **Camera Angle**: Eye level **Camera Motion**: Static **Expected Duration**: 3 seconds *[Description: Transition of wording for "More tips? Faster rides? Go find your way~ ", shape circle burst effect]* CUT TO	(BGM Continues)
FADE IN Gameplay Video Display (Feature 03) **Camera Distance**: Medium shot **Camera Angle**: Eye level **Camera Motion**: Static **Expected Duration**: 3 seconds *[Description: Collide with the Chat symbol to trigger chat bubble, tap effect]* CUT TO	(BGM Continues)
CUT TO Gameplay Video Display (Feature 03) **Camera Distance**: Medium shot **Camera Angle**: Eye level **Camera Motion**: Static **Expected Duration**: 3 seconds *[Description: Find normal conversation chat]* CUT TO	(BGM Continues)

CUT TO Gameplay Video Display (Feature 03) **Camera Distance**: Medium shot **Camera Angle**: Eye level **Camera Motion**: Static **Expected Duration**: 3 seconds *[Description: Good conversation chat]* CUT TO	(BGM Continues)
CUT TO Gameplay Video Display (Feature 03) **Camera Distance**: Medium shot **Camera Angle**: Eye level **Camera Motion**: Static **Expected Duration**: 3 seconds *[Description: Bad conversation chat]* CUT TO	(BGM Continues)
CUT TO Game Description Animation (Feature 03) **Camera Distance**: Long shot **Camera Angle**: Eye level **Camera Motion**: Static **Expected Duration**: 3 seconds *[Description: Transition of wording for "Chat with customer to uncover their secrets", shape circle burst effect]* CUT TO	(BGM Continues)
CUT TO Showing all (customer) characters silhouette **Camera Distance**: Long shot to medium long shot **Camera Angle**: Eye level **Camera Motion**: Zoom in **Expected Duration**: 3 seconds *[Description: Transition of Businessman wording, Confetti Explosion particle effect applied]* CUT TO	(BGM Continues)

CUT TO Showing all (customer) characters silhouette **Camera Distance**: Long shot to medium long shot **Camera Angle**: Eye level **Camera Motion**: Zoom in **Expected Duration**: 3 seconds *[Description: Transition of Schoolgirl wording, Confetti Explosion particle effect applied]* CUT TO	(BGM Continues)
CUT TO Showing all (customer) characters silhouette **Camera Distance**: Long shot to medium long shot **Camera Angle**: Eye level **Camera Motion**: Zoom in **Expected Duration**: 3 seconds *[Description: Transition of Old man wording, Confetti Explosion particle effect applied]* CUT TO	(BGM Continues)
CUT TO Showing all (customer) characters silhouette **Camera Distance**: Long shot to medium long shot **Camera Angle**: Eye level **Camera Motion**: Zoom in **Expected Duration**: 3 seconds *[Description: Transition of Part timer wording, Confetti Explosion particle effect applied]* SHATTER	(BGM Continues)
FADE IN Display Game Title **Camera Distance**: Long shot **Camera Angle**: Eye level **Camera Motion**: Static **Expected Duration**: 3 seconds *[Description: Hoodie char quickly fly over the title, ghost effect, negative color of text]* CUT TO	**BGM**: *Uplifting & Energetic Pop* **BGM Transition**: Fade out **Volume**: Medium (40%~60%) (BGM Continues)

FADE IN Cab Car driving background **Camera Distance**: Long shot **Camera Angle**: Eye level **Camera Motion**: Static **Expected Duration**: 3 seconds *[Description: Blur the background]* CUT TO	(SILENCE)
FADE IN Game release date & platform display **Camera Distance**: Long shot **Camera Angle**: Eye level **Camera Motion**: Static **Expected Duration**: 3 seconds *[Description: Transition of wording and logo "Available on Google Play"]* FADE OUT	(SILENCE)