Rabies-X, introductory cinematic description

The introductory cinematic of the game is described in this document. The words in bold describe the elements of the scene that we will have to model. We will be meeting on campus in person for this whenever possible, no exceptions.

First scene: A **spaceship** is flying through the **galaxy**, with **shiny stars visible** all over it. We do not see the astronaut Geraldo Araguz inside just yet. The U.S. government messages Araguz, telling him to get back to Planet Earth immediately, that the planet is being affected with a mysterious new disease that affects humans, animals, insects and plants. This will just be a voice through the intercom, so we do not see the government agents yet. They tell Araguz that scientists have been researching this and that it seems to be a new, much stronger, rabies virus. It’s a new and much unknown rabies virus. As the government agent’s voice states that they all observed it through a microscope and that it’s obviously man-made, we see a **close-up depiction of that virus**. (Nashid, since you drew the virus in your storyboards, please make one pencil-and-paper sketch of the same virus. Make it large and seen as if from the front). We now see the spaceship flying back towards Earth, so the **spaceship** and **Planet Earth** will be depicted in this scene.

Next scene will be in Washington D.C. **The White House** will be shown, and right after that – the player will see **Geraldo Araguz** for the first time, from various angles. He will be wearing his **space suit** (he loves it), but not his space helmet as we want to see his face. The player will see him from the **front**, and then the scene will spin so that the player will see him from the **right**, **back**, and **left** sides. Then, there will be one more view of Araguz from the **top**. Araguz then walks towards the White House, and let’s try to depict him from a **perspective** view when he does that.

Next scene: the player will see **two** **government agents**. Nashid will be naming them, but right now we need to describe them. One of them is a man who wears boots, sunglasses and has bangs on his forehead. His hair is brownish. The other one is a woman with hair that is also brownish and a ponytail, also wears sunglasses – and high heels (maybe Capri pants). Araguz will be seen speaking for the first time. He doesn’t need to introduce himself, as he’s a famous astronaut who served in the U.S. Army, where he received numerous medals. Then, both of the agents talk as they give him a mission. They chose him because he is probably the bravest person in America and has very high self-esteem. They describe the disease to him, and as they do the player sees an example of **a** **rabid human being, a rabid dog, a rabid cat, a rabid fly, a rabid bee,** and **a rabid oak tree.** The male agent gives Araguz a specialized, one-of-a-kind **protective suit**, so now he’s immune. The female agent gives Araguz a **brand-new plasma gun.** They tell him to put on the suit immediately, but he says that he will put on his beloved space suit right on top. Let’s try to make Geraldo Araguz a little bit of a show-off.

Next scene – Araguz and the agents are outside of the House. The streets are empty as the healthy folks are ordered to stay inside. The agents are wearing their own protective suits and Araguz gets another important tool for the mission: **a brand-new Hummer vehicle with crawlers instead of wheels.** It is well-known that he loves cool cars, so that’s the car he gets. They wish him good luck, and he feels confident. They warn him of the upcoming dangers. The infected living beings don’t die as fast. They can stay rabid for years before they do, and they can still physically attack Araguz even if he’s protected from the disease. Araguz compliments the Hummer, gives it a name (we’ll think of one soon enough) and gets inside.

End of intro cinematic. Next week we will have to turn this entire storyline into a detailed script and we will have to do it while we make the Maya models. It will be just like a Hollywood movie script, or a live play script. We will have to think of specific things that each person will say, how each person moves, etc. – and remember for now that the cycle will repeat for each level!