

Prologue-arc2

Prologue:

- Scene 1: life before the war: (repetition → acceleration → stillness → rupture)
 - 01: breakfast: children playing chase (gleeful) in the bg and parents setting the table.
 - Close up of meal (interaction: e.g., squeezing ketchup onto egg)
 - 02: play: siblings playing dress up? (interaction: waving wand)
 - 03: watching movie in the living room (scary movie - reaction to jumpscare)
 - 04: Close up of meal (interaction: e.g., spreading butter on toast)
 - 05: flying kite scene with family (interaction: controlling kite direction).
 - 06: parent and older sibling helping protagonist with crafts project (interaction: glueing paper down).
 - 07: Close up of meal (interaction: e.g., pouring orange juice)
 - 08: helping with laundry
 - 09: Close up of meal (interaction: pouring gravy over mashed potatoes)
 - 10: Boardgame night
 - 11: Dinner: playing with food and food goes splat
 - 12: Parents are watching the news intently. They're concerned, not at all smiling like they used to.
 - 13: Lots of private conversations. They stop talking when children come close to them. They fake a smile like they're happy again.
- Scene 2:
 - Family is in living room, protagonist tugging on sibling to play with them. And then, theres an explosion.
 - Lots of sensory description (sound becomes increasingly echoed, loud, and theres a sharp whistle tone). A state of panic and scurry.
 - Protagonist goes to look out window but parent closes the blinds (interaction). Mum hugs the siblings. shes shaking. Dad is peeking out the window.
 - Louder commotion outside, people screaming. Inside house is dark. Protagonist is crying. Older sibling is trying to hold it in.
 - Dad is rushing to pack items when theres a rattle of the doorknob. Thumps. And the door is being rammed and broken down.
 - Soldiers flood in, one gun pointed at mum and siblings and another at dad. Soldier confirms dad's identity and arrests him. Mum is sobbing, holding tightly the siblings. She helplessly watches. Dad whilst being taken away is shouting words of consolation, forcing a smile.
 - He disappears out the door.
- Scene 3:
 - Nightmare: playing with dad. Dad is suddenly still. No emotions on face. Protagonist falters and shakes dad calling him. Suddenly hands grab dad and pull him in. he disappears and protagonist is crying, screaming.
 - Atmosphere in house in bleak, dark. Mum is stares blankly more but snaps out when we call her. Shes mostly focusing on radios. Tv works but its lagging. She

- tries the home phone but ends up slamming the phone down in frustration.
(protagonist highlights words in this scene, difficult words they dont understand)
- Protagonist asks mum when dad will return. Older sibling only observes mum. Mum lets out weak smile “soon”.
 - (WRITING ONLY) Protagonist’s inner thoughts: we’re not allowed to leave the house. The blinds are down so its dark inside. Dad is gone and he hasnt come back etc., - little drawing of protagonist crying...
 - **Close up of meal (interaction: pouring canned corn onto plate)**
 - Mum is pacing in the pantry. Older sibling watches anxiously but is hesitant to approach her. She hesitates and pulls siblings together. Basically comforting them and explaining that she needs to go outside.
 - Older sibling is crying begging mum to not go. Protagonist is confused but starts crying as well too. Mum tells them not to open the door to anyone and if anyone tries to come in, hide. Mum tells them never to separate and that shell return with dad.
 - Older sibling is crying and clinging to protagonist, holding them. Mum seems sad and reluctant but opens the door and heads out. The siblings helplessly watch.
- Scene 4:
- and apprehensive yet full of hope in case its mum.
 - They sleep in the living room together waiting for mums return.
 - Protagonist is whining. Theyre hungry and is asking for food, asking where mum is, where dad is. Protagonist begins crying.
 - Sibling puts on a brave face, says theyll come back soon, just count a couple more nights. Goes to pantry and comes back with canned peaches.
 - **Close up of meal (interaction: sibling pouring a portion of their food to the protagonist's plate)**
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(portion size gets smaller with each repetition)

- Protagonist is laying down on carpet drawing. Sibling is by radio listening intently. They carefully lift up blinds to peek outside.
- Protagonist watches wearily. Sibling is repeating the same actions as mum.
- Sibling is packing rucksack. Protagonist approaches carefully and asks what theyre doing.
- Sibling sighs, explains to the protagonist theyre out of stocks and so they need to go outside. Protagonist cries begging them not to go but sibling smiles lightly adn reassures saying they’ll return. Theyve never broken a promise before and so they will return.
- Sibling explains the quiet game to sibling. Hugs them tightly before stepping outside.

Arc 1 - Raid:

- Protagonist's house layout: (Mariam – potentially 2 level house: player starts off at 2nd floor with 1 raider surveying, player needs to escape house. Once they escape top floor, move down to ground floor where there are 2 raiders)



- House is low on resources. – exploring time, gives player chance to see where to hide.
- Older sibling tells protagonist about quiet game: 1) hold breath, 2) walk slowly 3) run 4) hide. Leave the house if someone breaks in and hide.
- Older sibling leaves hesitantly and protagonist is scared. All curtains are drawn door is locked.
- (buffer period) Journaling to take mind off of being alone - another opp to glimpse into psychology of protagonist – (we get over the shoulder camera view onto the journal).
- Multiple footsteps sound outside. Protagonist tenses and freezes.
- Shadows cast outside window, shadow lingers moves around trying to peer through.
- Shadow disappears, silent for a moment and then door knob rattles, getting more intense each time.
- Protagonist stands shaken falters and then runs up the stairs to their bedroom. Climbs under bed.
- Side view of character under bed – door smashes, window smashes. Character is scared.

GAME PLAY MODE IS ACTIVATED.

- Player escapes the house. Sibling on the way of returning back home bumps into crying protagonist.
- Sibling is confused worried and scared. Hears house has been raided.
- Sibling silent for a moment makes decision: go to neighbours house to ask for help.

Prologue - condensed

How it will be implemented.

JOURNAL FORMAT

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- 10: Boardgame night
- 11: Dinner: protagonist playing with food.

ANIMATION:

- Zoom in of food on plate. Food falling onto floor: splat (*background could be lines and shifting blurred color to show motion*).
- Transition:**
 - Dad being pushed down onto floor.
Transition: Eye blink; camera pan to mum (during blink transition)
 - Mum screams.
Transition: Screen goes black. Sound effect.
 - Top down view.
- one gun pointed at mum and siblings and another at dad.
- Mum is sobbing, holding tightly the siblings. She helplessly watches. Dad whilst being taken away is shouting words of consolation, forcing a smile.
- He disappears out the door.
Black out...
- Mum leaves through the door. Siblings are sad.
Black out...

JOURNAL FORMAT

- (WRITING ONLY) Protagonist's inner thoughts: we're not allowed to leave the house. The blinds are down so its dark inside. Dad is gone and he hasn't come back etc., - little drawing of protagonist crying...
- Mum is also not back...
- Close up of meal (interaction: pouring canned corn onto plate)
- Close up of meal (interaction: sibling pouring a portion of their food to the protagonist's plate)

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TOP DOWN VIEW

Transition: zoom into black → top down view.

Arc 3

- Emphasis on psychological impacts to child protagonist.

Main events of this Arc:

- How protagonist adjusts to refugee camp environment
- Fox's story
- Bat and family story
- Boar
- Boar and Fox dynamic

Characters in this Arc:

- Reusing of raiders
 - Sent by fox to raid empty houses.
- Fox as main character.
- Protagonist + Sibling
- Lots of tension between Boar and Fox.
 - Conflicting ideals for ways to run camp.
 - Boar is not purely evil but a result of its hardships and experiences.
- Raider's Family to provide an alternative perspective (Bat).
 - Characters: Bat's wife, 1 child.

Character Relationships:

- Fox and Boar => antagonistic, strained relationship.
 - Fox is more passive.
- Fox is morally grey character
 - Is aware of Boar's trafficking and child's exchange with criminal group.
 - Acknowledges need to sacrifice for the greater good. Turn a blind eye to it.
- Boar: made treaty with Criminal Group to stay away from camp and protect from other criminal groups, in exchange for supplying 1 child a month.
- 1st child to have gone is Bat's eldest.

Info we want audience to know during arc 3:

- Prevalence of human trafficking in refugee camps

Ending:

- Event happens where boar is a character of suspicion.
- Leads to mc exploring: rummaging through boar's tent.
- Finds out Boar has plans to traffick protagonist + sibling + bat's youngest.
 - Criminal group is getting more aggressive + greedy.

- Kids run to fox to snitch.
- Finds out fox is a morally grey character.
- Fox arranges escape route, but stays behind.
- Protagonist & sibling + Bat's family runs away together.