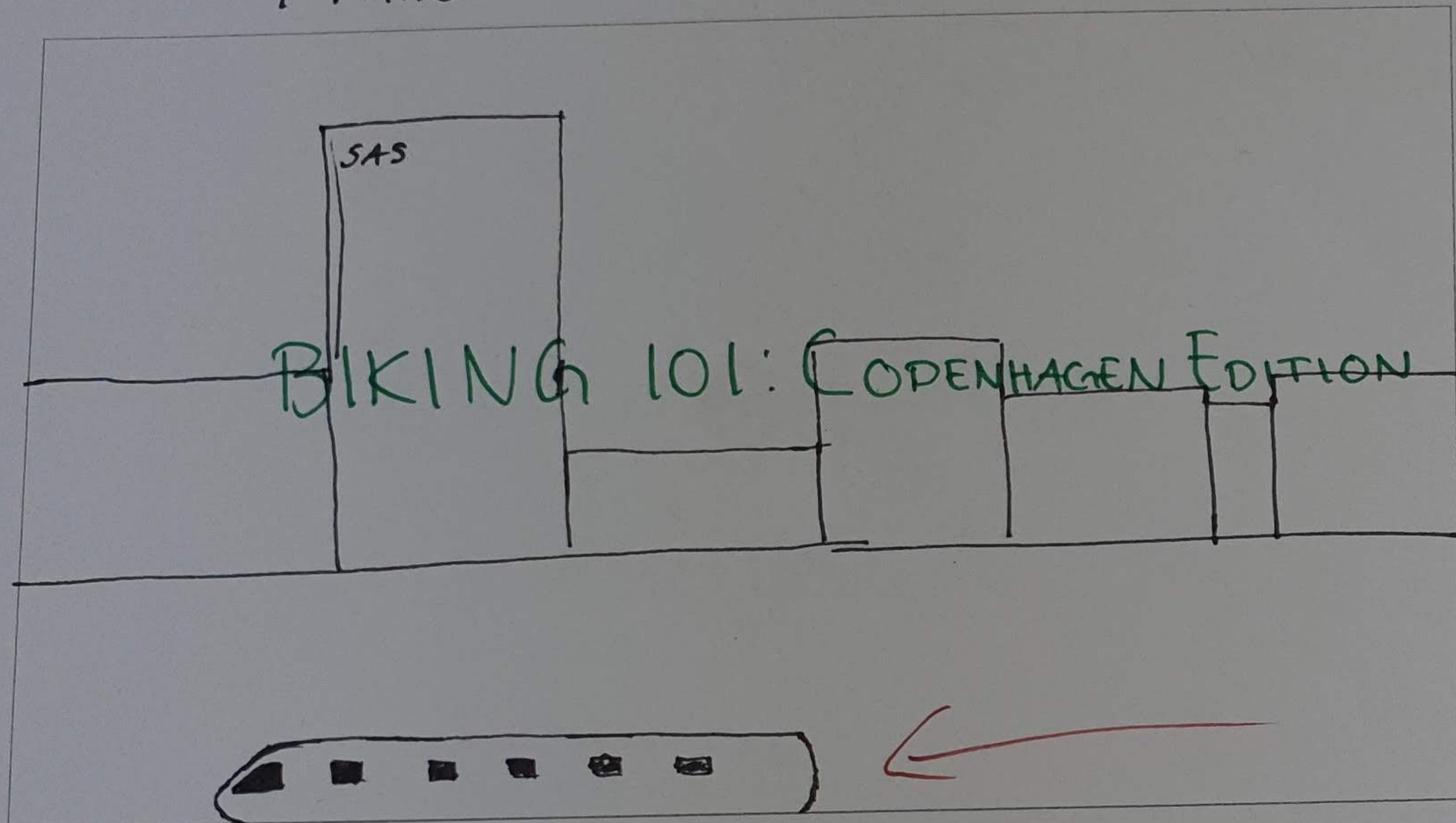


 = Camera angles/movements

 = action/character movements

Scene no: 1 / Intro

 = text



Action / Plot:

Timelapse

Text with title appears

Interactive elements:

None

Sound / Music:

High paced
Voice over

Time:

10 - 15 sec

■ = Camera angles/movements

■ = action/character movements

Scene no: Scene 2



■ = text

Action / Plot:

- Establishing shot of building where person comes out
- Close up: Person walking out
- POV of person: Text with mission appears
- Medium close up: Reaction to mission text

Interactive elements:

3D text

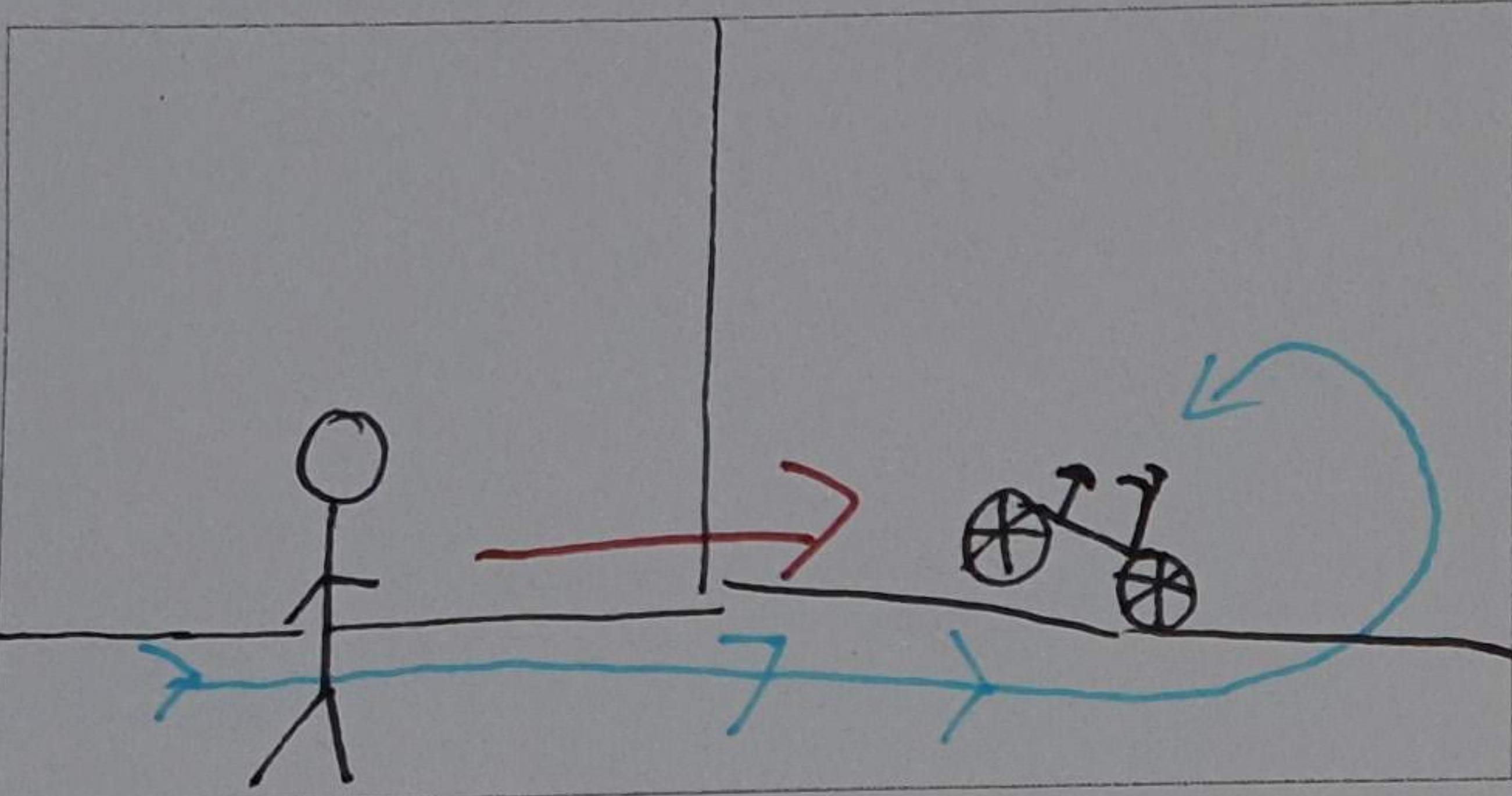
Sound / Music:

Continious of scene 1,
aprupted by SFX of the
3D text

Time:

Under 30 sec

Scene no:
3



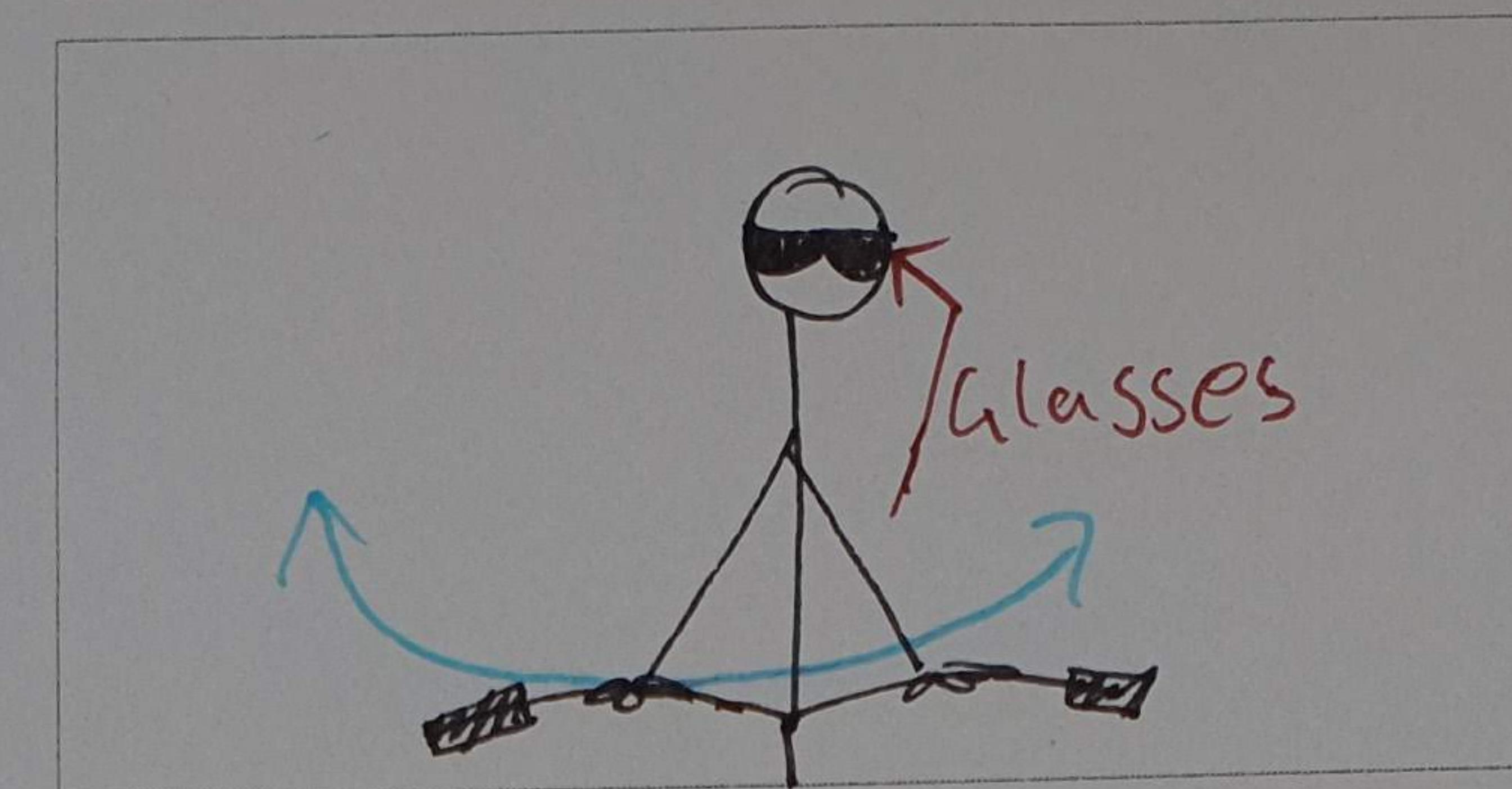
Action / Plot: Following
to bike, medium shot
Go towards bike

Time: 3-5 sec

Interactive elements: Bike

Sound / Music: Filler
music

Scene no:



Action / Plot: slow-mo
medium shot

Put on glasses

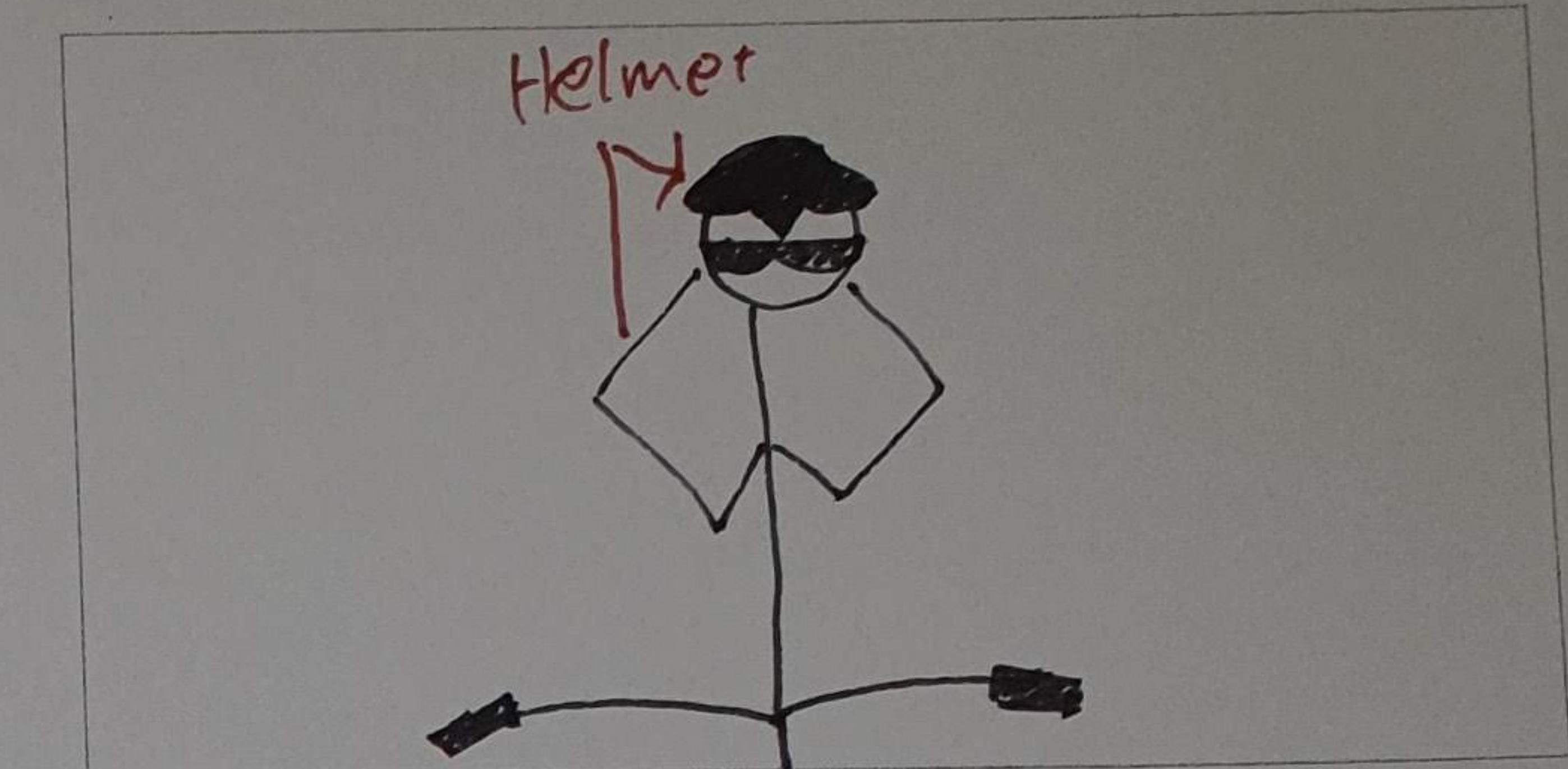
Time: 3-5 sec

Interactive elements:
Glasses, bike

Sound / Music:

Filler music
(dramatic)

Scene no:



Action / Plot: Medium shot
Still

Put on helmet

Time: 3-5 sec

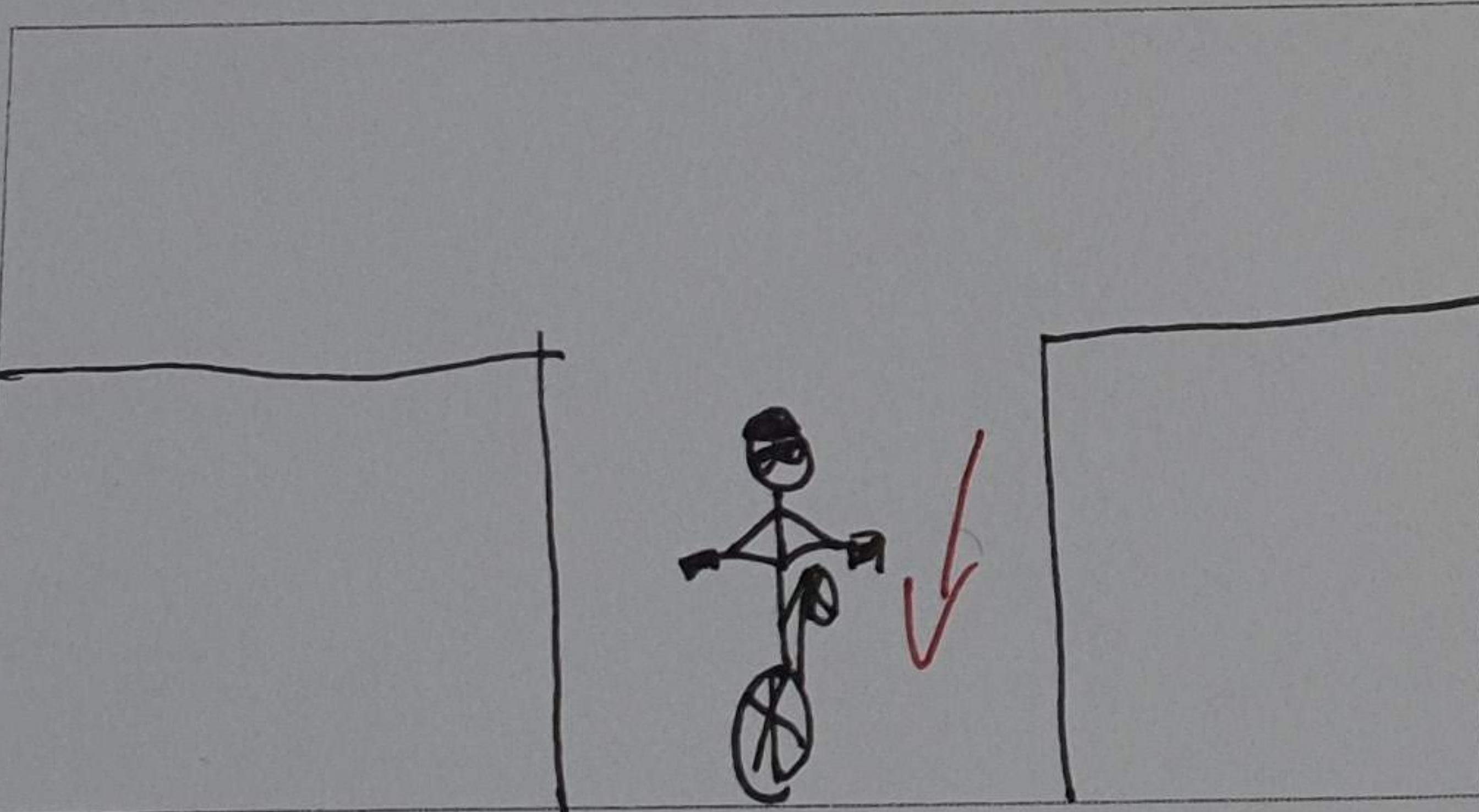
Interactive elements:

Glasses, bike,
helmet

Sound / Music:

Filler music
(anti climactic)

Scene no:



Action / Plot: Long shot
from behind

Struggling out of
courtyard

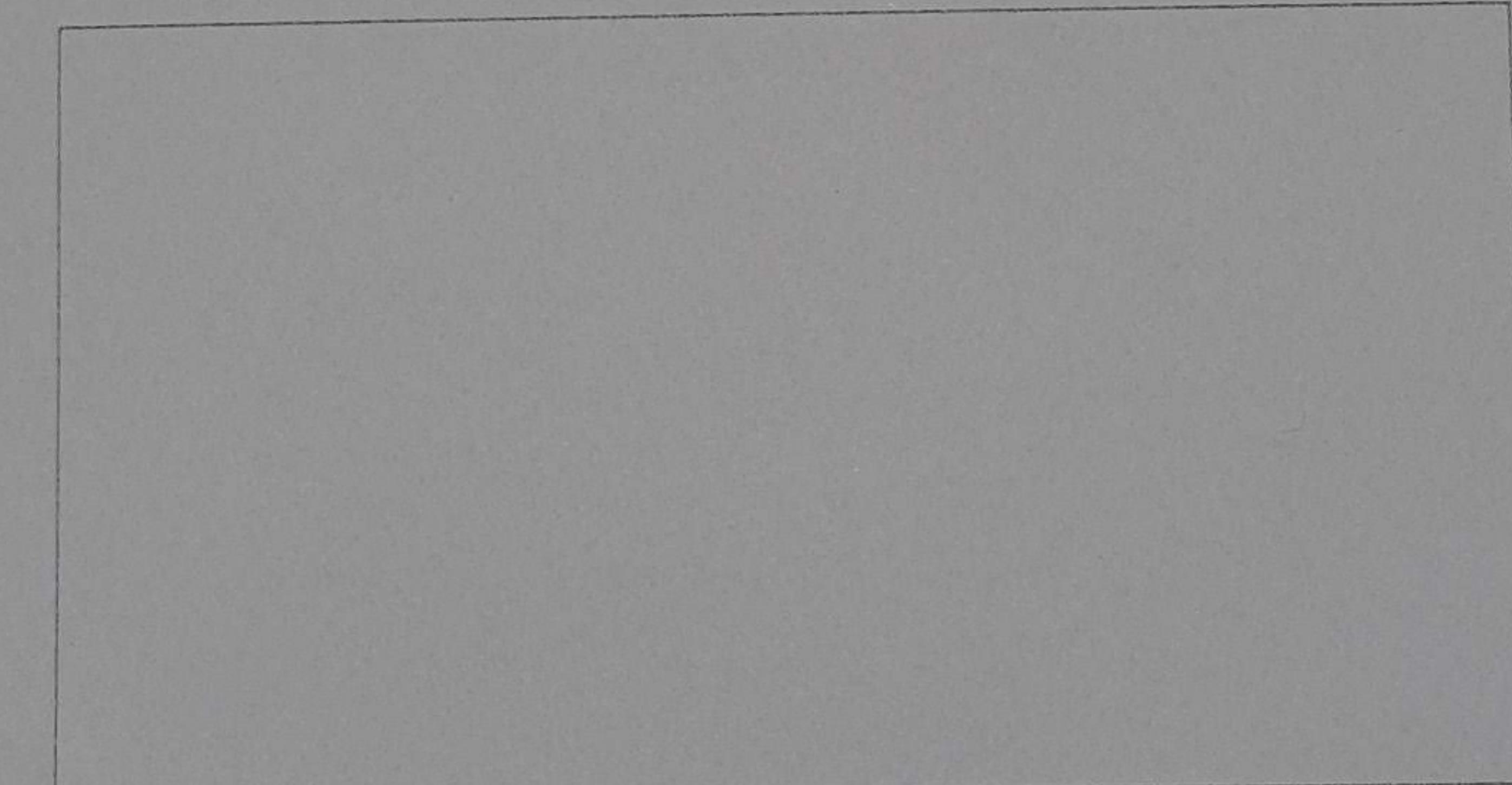
Time: 3-5 sec

Interactive elements: Bike,
glasses, bike

Sound / Music:

Filler music
(building up)

Scene no:



Action / Plot

Interactive elements:

Sound / Music:

Scene no:



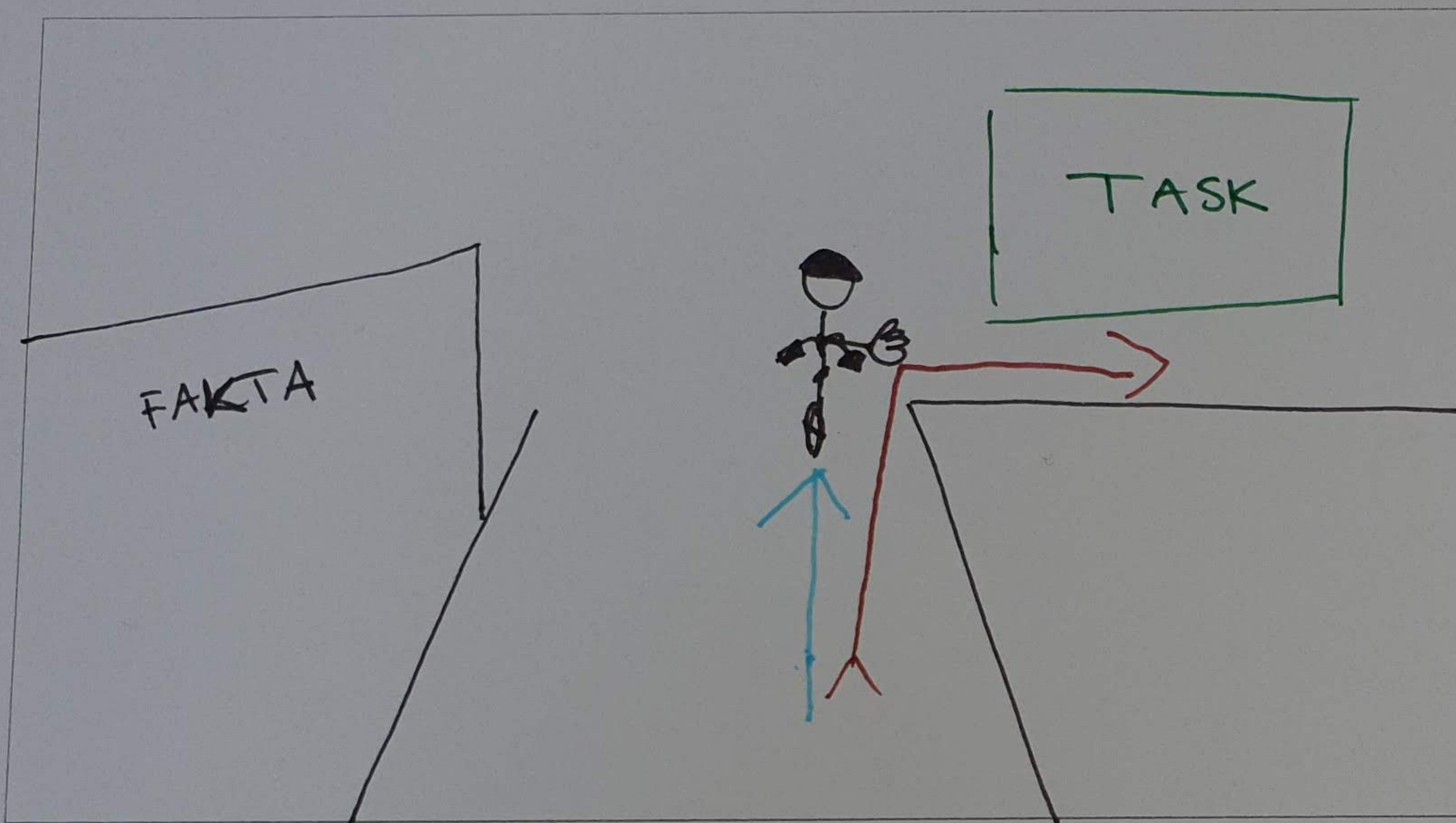
Action / Plot

Interactive elements:

Sound / Music:

Time:

Scene no: 4 + 5



Action / Plot:

Chasing Bike down Street.
Medium Long Shot.

Go left, Show Rules. Right hand
Gestures.

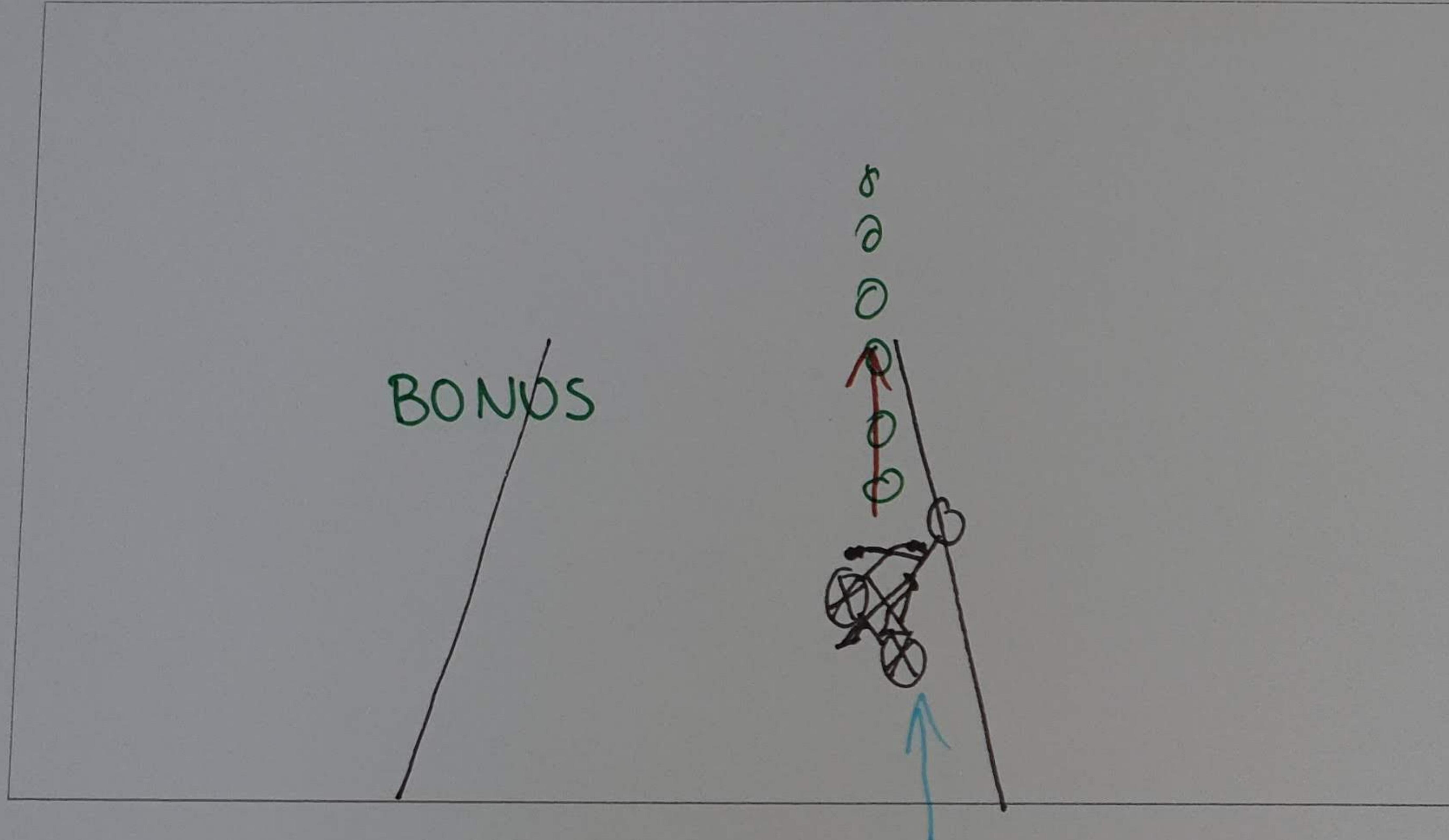
Interactive elements:

Bike.

Sound / Music:
Exciting
Build up (start)

Time: 10 - 15 Sec

Scene no: 6



Action / Plot:

Behind Chasing Bike.

Staying on the Right Side.

Bonus Points Come From Staying there.

Interactive elements:

Bike and Bonus
Coins.

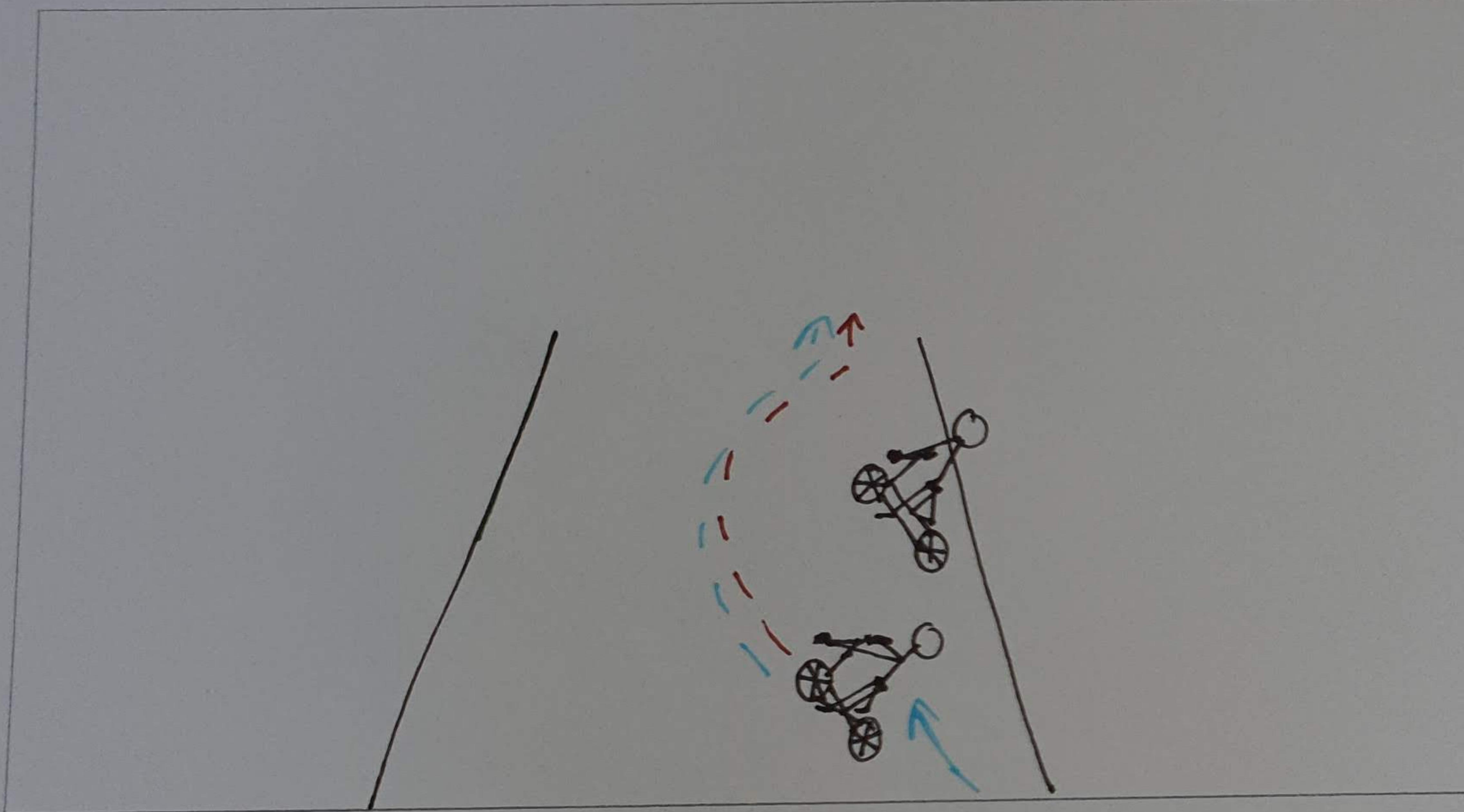
Sound / Music:

Exciting music
and Bonus Point
SFX sounds.

Time:

10-15 Sec

Scene no: 7



Action / Plot:

Run with Bike whilst overtaking
Overtake the Slow Rider

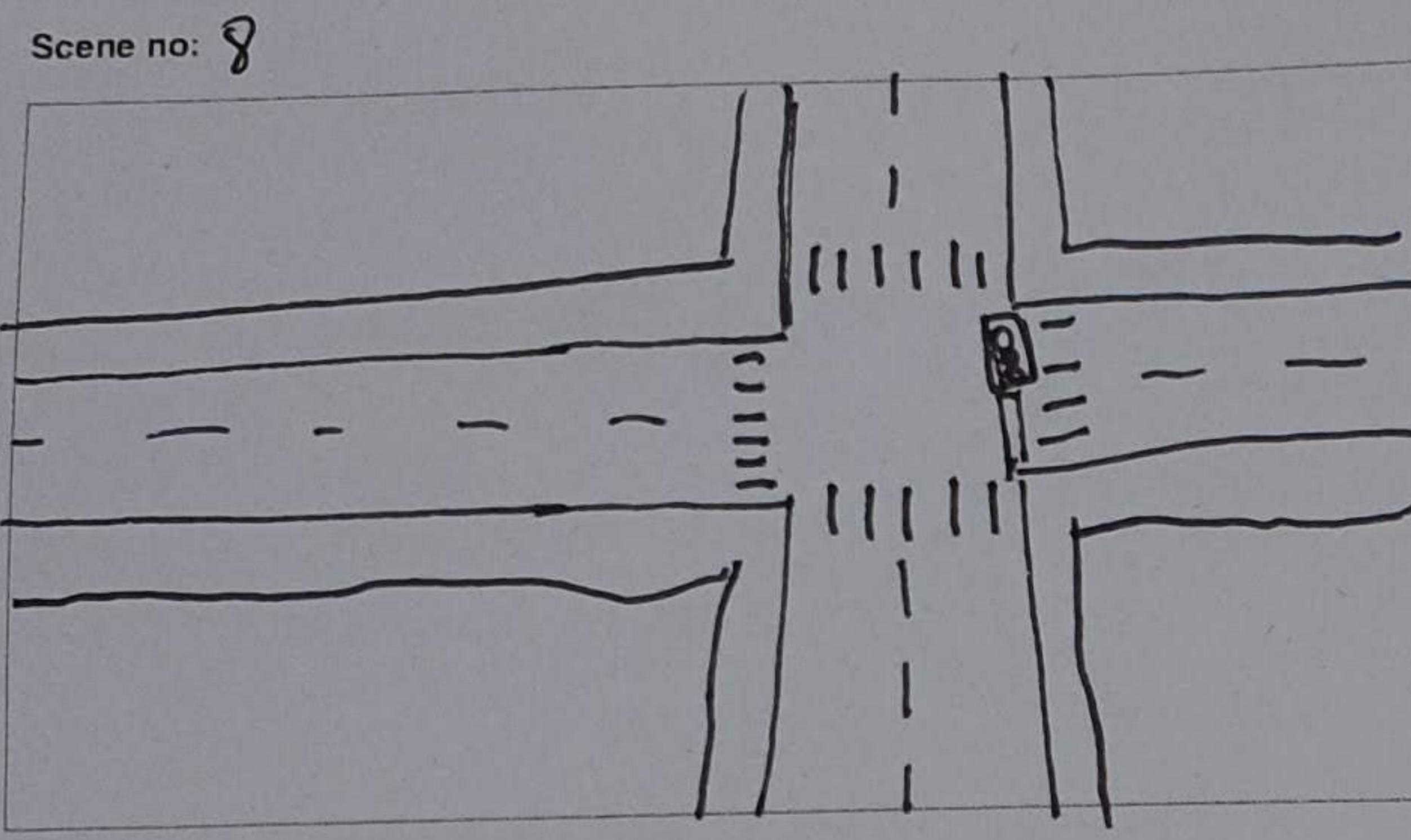
Interactive elements:

Bike

Sound / Music:

Exciting music.

Time: 10 - 15 Sec.

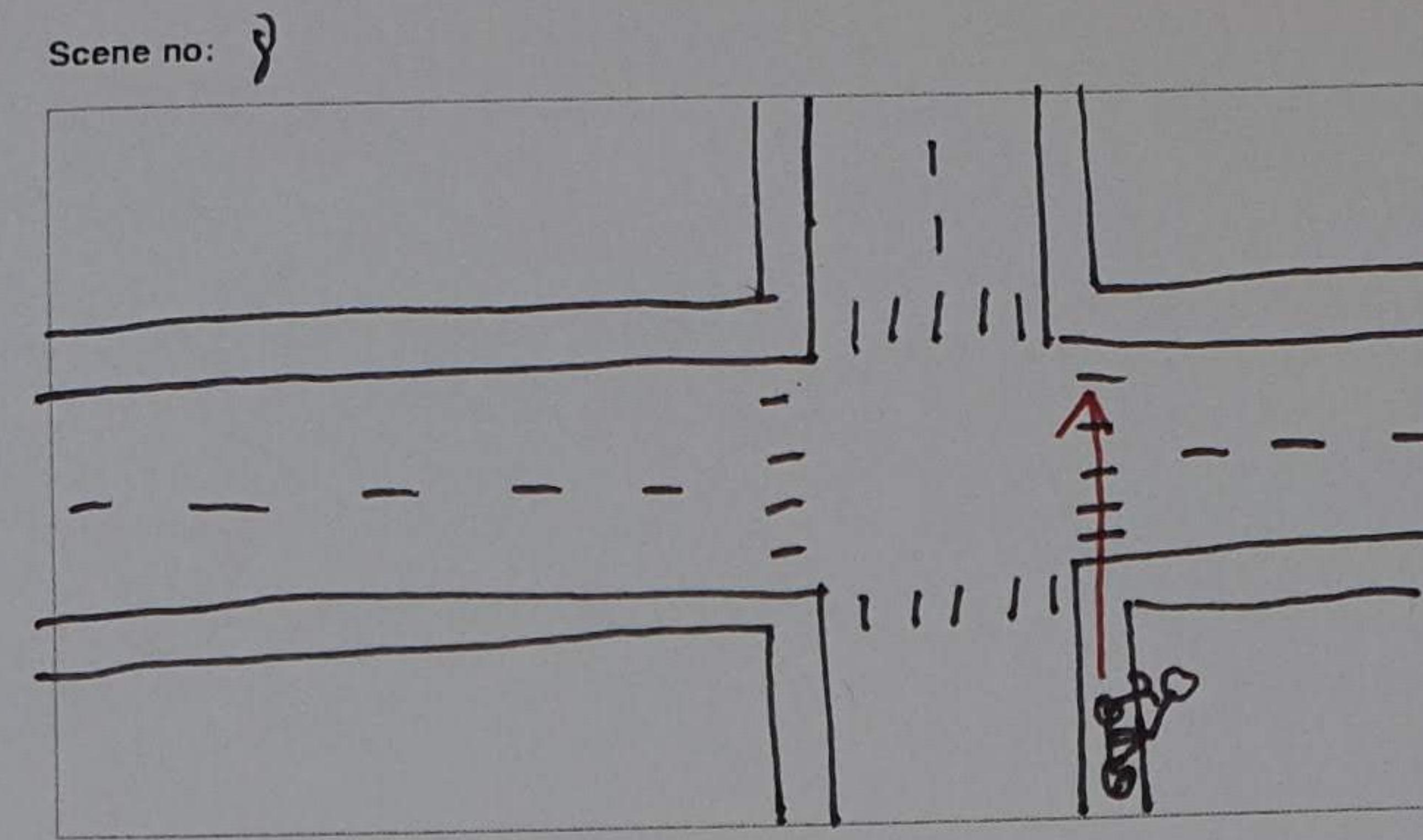


Action / Plot: Establishing shot of intersection

Interactive elements: Bike

Sound / Music: Dramatic

Time: 1-3 sec

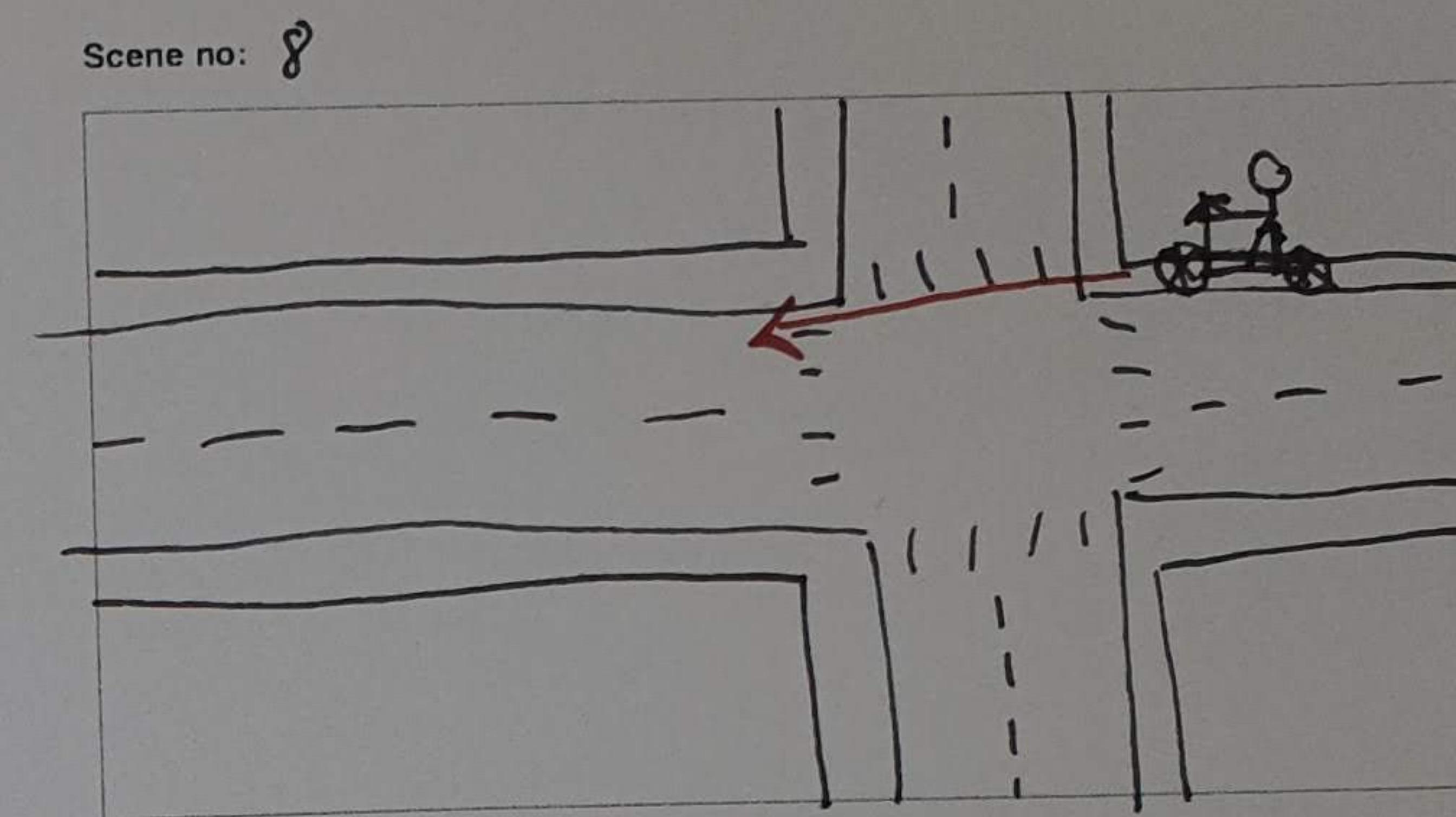


Action / Plot: Long shot of arrival + close up of expression arrival at intersection

Time: 16 - 15 SEC

Interactive elements: Bike

Sound / Music: Dramatic
Heroic



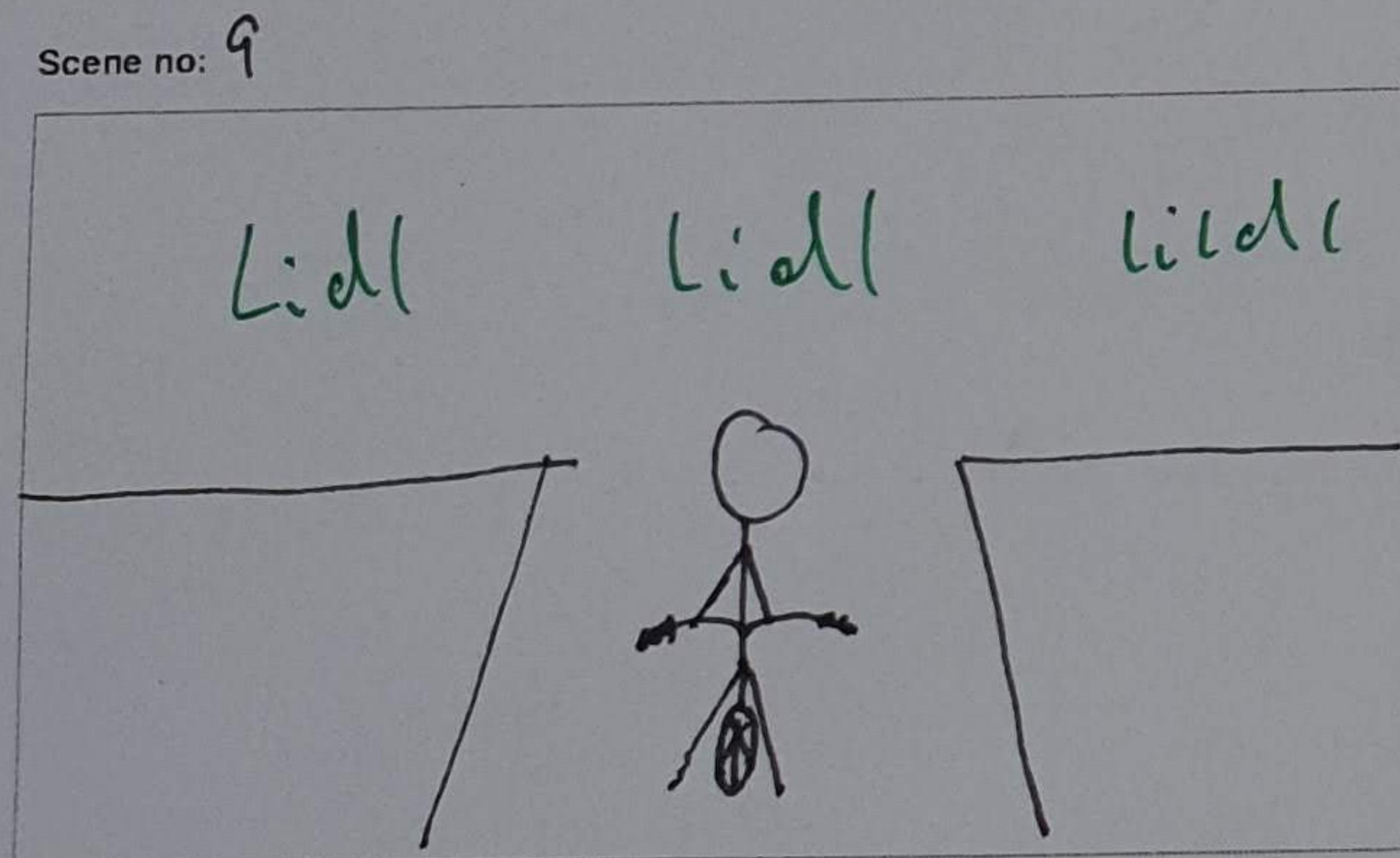
Action / Plot: Long Shot Crossing Street

Crossing Street

Time: 10-15 SEC

Interactive elements: Bike

Sound / Music: Dramatic
Heroic



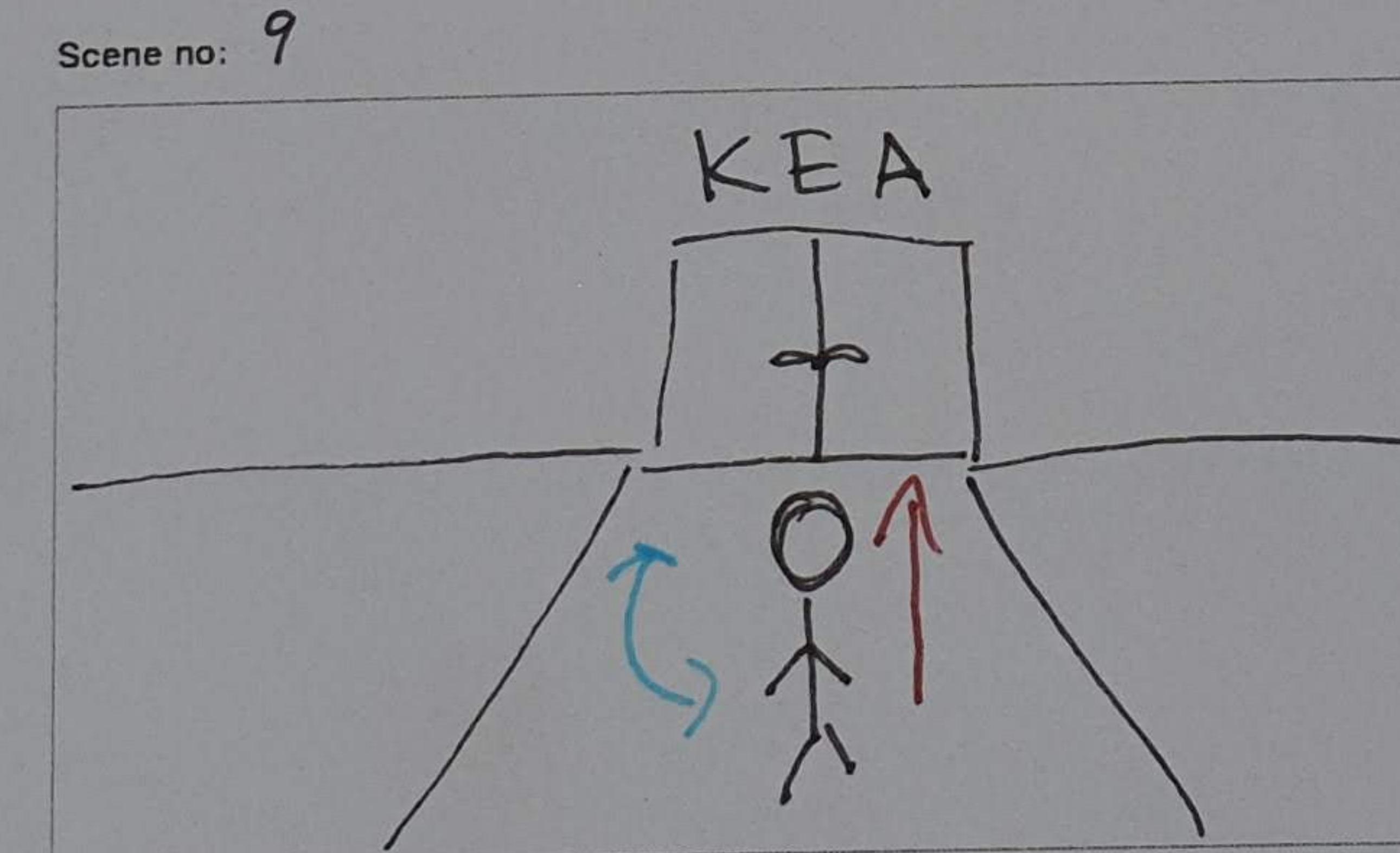
Action / Plot: wide

angle
comes in the
Drive way.

Time: 10 sec

Interactive elements: Bike.

Sound / Music:
Good feeling
music



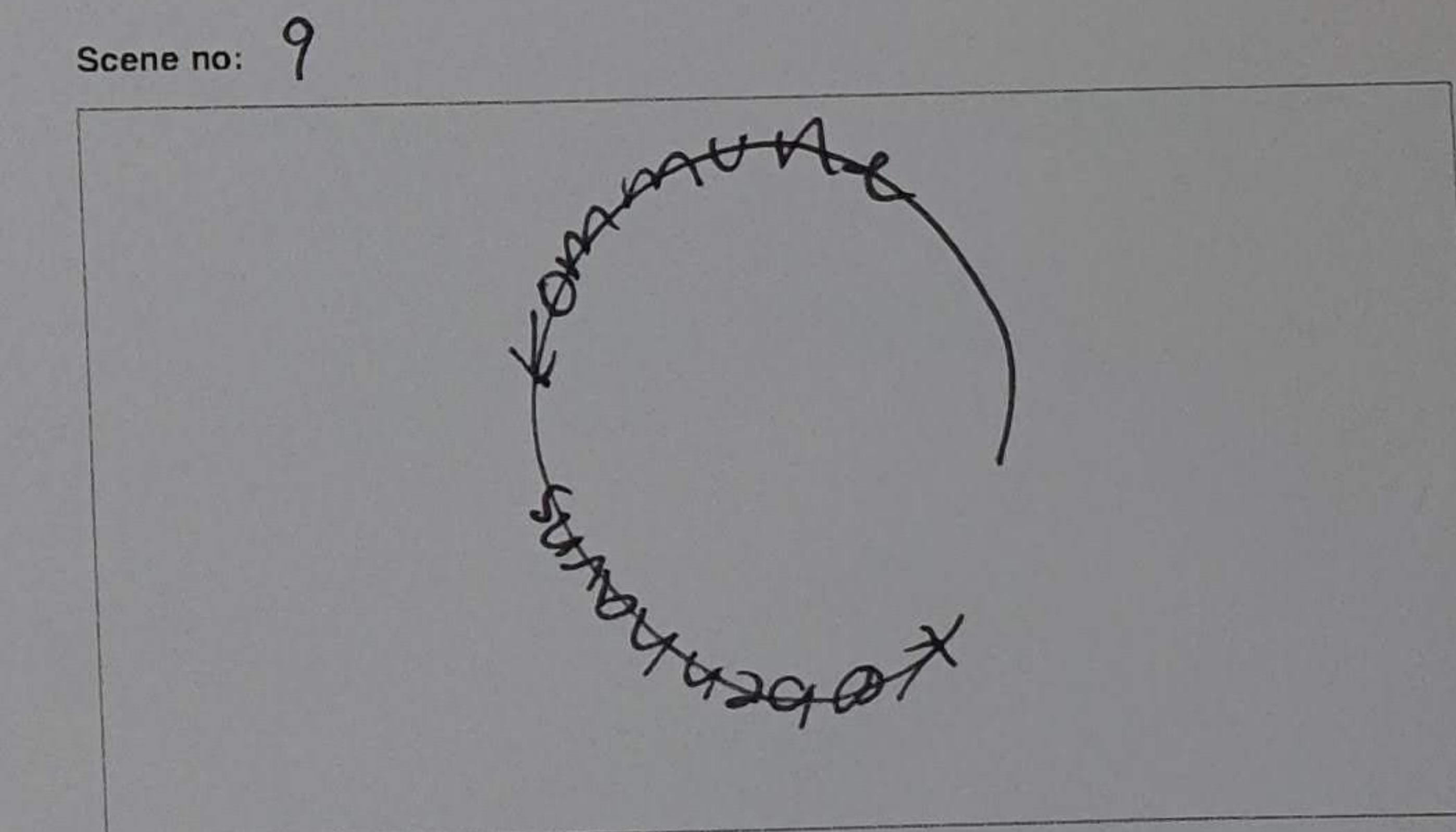
Action / Plot: low angle
facing up slow
motion. walking
into school all
gucci.

Time: 10 sec

Interactive elements: None

Sound / Music:

Nailed it
music.



Action / Plot

Time:

Interactive elements:

Sound / Music: