Story beats to be conveyed via objects

* Act I – Reality – bright, happy, realistic
  + Skye’s story purpose/want: to make the most of her time/relationship with Olivia
  + Skye and Olivia started dating at the end of last year, didn’t see each other over the summer but kept in contact a lot (texts, letters, calls)
  + Happy reunion, Skye and Olivia having intimate moments with each other
    - Need to be powerful enough to give stakes to her disappearance in part II
  + Tension rising due to Skye’s impending graduation
* Act II – Dramatic Memory Reconstruction (Dream Sequence) – dark, depressed, strange, unrealistic, dream, slight horror elements
  + Skye’s story purpose/want: to find Olivia
  + Olivia suddenly disappears with no word
  + Skye makes several attempts to get ahold of her, to no avail (texts, letters, calls)
  + Skye finds some sort of clue, maybe a train ticket, and follows to where it leads
  + Skye sees Olivia for a brief moment, then she disappears forever
  + Fade out into reality, hear EKG/AED/hospital sounds, then EKG flatline
* What are you struggling to convey
* What is unique
  + Text bubbles?
  + Distinct tonal shift between acts I and II