I WAS HERE: Character Profiles

Skye Lockwood

* Birthday: October 10, 1995
* Family: Mom & dad “together”, no siblings
* School year: Senior
* Dream: To be a writer
* Hobbies: guitar, writing, reading
* Qualities: Academic, determined

Olivia Steele

* Birthday: April 3, 1998
* Family: Mom & dad together, younger sister in middle school
* School year: Sophomore
* Dream:
* Hobbies: dancing, painting,
* Qualities: Artistic, dreamer, sweet, sort of soft spoken, creative

Jane Lynn

* Birthday: June 19, 1997
* Family: Mom, dad, and younger sister in elementary school
* School year: Junior
* Dream: Scientist (chemist or biologist)
* Hobbies: Reading, hiking, going for walks
* Qualities: Academic, high reaching, studies a lot

Madison Byrne

* Birthday: July 28, 1997
* Family: Mom and dad
* School year: Junior
* Dream:
* Hobbies: video games, listening to music, going for walks,
* Qualities: stressed, hardworking

Story Beats

* Section 1: Madison’s Story
  + Beer bottles
  + DS
  + Guitar—all girls in her room singing
* Madison & Jane’s Bathroom
  + - You have no reflection in the mirror, but then a figure flashes in it briefly
    - Adderall (Jane’s)
    - Makeup (Jane’s)
* Section 2: Jane’s Story
  + Percocet
* Midpoint: Window seat
  + Can sit on window seat?
  + When looking out, hear an EKG or AED sound/someone saying “Skye”
    - Get pushed back a bit?
* Section 3: Olivia’s Story
  + Glitch through wall to Skye’s room? Or to this room?
* Olivia & Skye’s Bathroom
  + Fight
* Section 4: Skye’s Story
  + “SKYE WAS HERE” graffiti scratched into her bed
  + “OLIVIA WAS ALSO HERE”
  + End: Fade to white, hear AED/EKG sounds, flatline
* Overall meta story: Skye is in a state of limbo, revisiting the place where her mind resides
  + Why is this the first place she goes?
    - She never got closure with Olivia
  + What is the theme?
    - What foundational events at critical times in our lives affect us in the long run, and how?
* Unanswered question, never will be answered
* Doesn’t necessarily have to be super melodramatic
* Hiroshima Mon Amour
* Narrative device that can embody this kind of longing/lack of closure
* Objects/events that can leave traces of narrative breadcrumbs
* Cool visual things to convey stuff that happened
  + Maybe things are different when you walk into Skye’s room