

Scene: EXT. HANNAH'S HOUSE - DAY

Action: HANNAH (9) perched on the back porch of a ranch house extremely invested on her brand new Leapfrog. Some sound effects play and she thrusts her arms into the air with excitement and relief. HANNAH Yesssss. FATHER (OS) Dinner time. Hannah's expression changes to despondent. A new frog walks out of the water. HANNAH Ok.

Dialogue:

Props: Leapfrog

Set Design:

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Scene: INT. HANNAH'S HOUSE KITCHEN - DAY

Action: Hannah, her Mother (31) and Father (35) sit at a circular wooden table, it's awkward. FATHER So, Hannah what do you want to be when your older? Hannah shrugs. FATHER (CONT'D) Well if you don't know, what do you like? Cmon you have to like something? Hannah contemplates and then quickly looks at the Leap Frog on her lap. She point the blank black screen at her face making it mirror. She stares at her self, then hesitantly lifts it up on to the table. The Father laughs. FATHER (CONT'D) No you will never get enough money from making video games, you should get a high paying job like mine, so you can live a successful well earned happy life. HANNAH Mm.22.. Rain begins to fall. Hannah shuffles around from the dinner table and spots a frog outside hopping around and smiling in the rain. Hannah's parents stand up and leave, conversating to the living room where they become muffled. Hannah becomes flustered at the frog and marches outside.

Dialogue:

Props: Leap Frog

Set Design: H

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Scene: EXT. HANNAH'S HOUSE - DAY

Action: She dives for the frog with all her might. She misses and rests for a second. Then she begrudgingly rolls over on to her back smothered in mud and looks to the frog.

Dialogue:

Props:

Set Design:

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Scene: INT. HANNAH'S ROOM - DAY

Action: /NIGHT Hannah begins learning to make her game. Hannah searches up "How to make a video game" on her ancient handed down laptop. The first step that appears is "Downloading and learning a software". She goes to the software and a pop up appears "Would you like to proceed through the tutorial. HANNAH (Confidently) Skip. She frustratedly tries to place a semi cylinder but an error appears repeatedly. "Cannot Render Item 00X1739174721345/2?". Hannah groans. Her head rests on her desk tapping a pencil, she sighs defeatedly. Her Dad peaks into her room without a noise, scoffs under his breath, then silently walks away. She stares at the frog on her window sill with interest and observes as it walks. The frog suddenly stops, angles itself to her, stares at her, and blinks. She continues tapping her pencil. Then glances again. The frog walks some more. Then hops off the window.33.. She stares at where the frog once was, pondering. She looks back to her computer, takes a deep breath and goes to the learning website. She scrolls down a little bit from what she saw originally and it says "The thing about making a game is BABY STEPS". Hannah giggles to herself. Cut to Hannah, a 15 year old during midnight designing a video game character. It resembles a human. Hannah has a computer instead of her old laptop. She looks at the computer and pulls on her hair and groans. Bored, she clicks through a plethora of character concepts. One alien, one robot, one astronaut etc. Her Father walks by again but, instead her Mother walks in. MOTHER Your Father said he keeps seeing you learning to make games. Hannah quickly clears her tabs. HANNAH Yah. MOTHER He's right you know. You should give up on it, game developers don't make anything close to what your father makes. He's trying to raise you to be successful, not this. HANNAH (Sassy) Okkk. Her Mother leaves disappointed. Hannah wipes her face with her hand. Then rests her head on her desk. The frog on her window stares at her. She glances at the frog, then glances again. Her eyes widen and she lifts her head in realization. She grabs a sketch book and meticulously opens the window and slowly draws the frog from different angles. In drawing, she

physically grabs the frog and turns it. As she carefully set down the frog, it turns its head sideways out of curiosity. The frog hops in her room and Hannah quickly reaches for it but falls off the stool she was sitting on. HANNAH (CONT'D) Wohhhhh.44.. THUD. Hannah is animating the movements of the frog on her computer. END MONTAGE

Dialogue: MONTAGE:

Props:

Set Design:

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Scene: INT. HANNAH'S ROOM - DAY

Action: Hannah's 17 with an animating monitor and a bigger set up.

Dialogue:

Props:

Set Design:

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Scene: INT. HANNAH'S HOUSE KITCHEN - DAY

Action: Hannah's Father goes to the kitchen to throw a receipt in the trash. He opens the cabinet door under the sink and sees a thrown out report card. He lifts and reads it. C in math, D in science, C in social studies, B in P.E, A in art, A in computer science. The Father drops it back in the trash and rushes over to Hannah's room.

Dialogue:

Props:

Set Design:

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Scene: INT. HANNAH'S ROOM - DAY

Action: The Father barges into Hannah's Room. FATHER Your Mother and I have repeatedly told you to stop wasting your time with that game, if you continue there will be consequences. The Father slams the door. Hannah grunts and goes back to the internet. She looks up what else she needs to complete her

game. The internet says "attack moves?". She puts her fist to her cheek. A mosquito jets towards her. Hannah swats at it and misses. The mosquito flies towards the window. Once it's at the window the Frog grabs it with its tongue. Her eyes widen and she starts to write moves on a piece of paper, while murmuring moves to herself. Hannah has a full body mirror set up against the wall. She stands a good distance away from it. She takes 3 steps back, she puts her arms to her face and then high kicks with all her might, which leads to her slipping and falling. END MONTAGE INT. HANNAH'S ROOM - DUSK Hannah in her room finishing her game, views a game company website online. It states "Submit your game to get created".55.. The website advertises that all games created by the company have won awards and have made the game creators very successful. Hannah smiles brightly then happily leaves the room. EXT. HANNAH'S PORCH - DUSK Hannah sits down on the porch and glances to the frog hopping on the porch railing. She stares at the oncoming storm steadily heading towards her. She sees the rain turn from sprinkle to drizzle to pouring to thunderstorm. FATHER GODDAMN IT HANNAH! Hannah hastily runs back to her room. INT. HANNAH'S ROOM - DUSK Hannah's Father is on her computer, looking at the game she continued to make over the years. Hannah rushes to the door and frantically enters the room. FATHER I told you last time there would be consequences, didn't I? HANNAH Please... FATHER I gave you three different opportunities to listen to my advice. Say good bye to your ridiculous frog game. HANNAH (Wispy) Please... The Father clicks factory reset. A pop-up appears "Are you sure you want to permanently reset?" and he clicks "Yes?". Hannah tries to pull her Father away from her computer. He brushes her away causing Hannah to fall on the ground, in which tears cover her eyes and flow to the floor. FATHER Hannah, just stop, you need to look towards a real future.66.. She continues to weep in her sorrows on the hard uncomfortable wooden floor.

Dialogue:

Props:

Set Design:

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Scene: INT. HANNAH'S HOUSE KITCHEN - NIGHT

Action: Hannah's Mother stands in the kitchen, listening but trying to ignore all of it. She has a slight

tremble in her hand while washing the vegetables and then, he rushes past. MOTHER Don?t you think that was a bit too much? FATHER She didn?t stop when I told her to, she left me no other options. MOTHER She has been working on that game for just about half her life. The Father listens and turns his head to look back with regret dwelling. FATHER It?s probably for the best.

Dialogue:

Props:

Set Design:

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Scene: EXT. HANNAH'S HOUSE - NIGHT

Action: Hannah curls up in the backyard on a wooden bench in the rain crying.

Dialogue:

Props:

Set Design:

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Scene: EXT. HANNAH'S HOUSE - NIGHT

Action: Hannah stares to the sky to see the moving lightning and deep grey clouds shift by. She drifts her eyes to the side to see a frog staring at her. FROG Croak. HANNAH Go away. FROG Croak... Croak. HANNAH Get out of here.<sup>77</sup>.. Hannah waves her hands while shooin the frog. Then Hannah sits up. FROG CROAK. HANNAH GO AWAY. Hannah kicks at the frog flicking mud on to it. The frog sits in silence not a blink nor a croak. HANNAH (CONT?D) STOP STARING AT ME YOU STUPID FROG! Hannah tries to swiftly grab the frog. She ends up diving in the mud and the frog hops out of the way. HANNAH (CONT?D) Damn it, you, AGHHHHH. Hannah?s deep sorrow for her year?s worth of work has turned into anger. Hannah sprints, leaps, and dives at the frog, missing each time. Until eventually the frog is cornered under the porch. Hannah warily approaches the cornered frog and reaches both hands out. Angry tears flow down her face. The frog reverses away as the hands approach ever closer. The frog having no chance of escape manages to jump off the side of the wall, on to her face, out to the yard again, and into the open. Hannah with both knees on the ground sitting upright becomes dumbfounded.

In light of the situation she becomes re- inspired. (Music playing over all of this until the end). Hannah runs out the front door with a rain jacket and her bike. She enters a tech shop and gets a storage drive. When she gets home she immediately goes to bed and wakes up the next morning. FATHER Bye, I?m leaving for work. MOTHER Bye honey, have a great day.88.. The door shuts, Hannah gets out of bed, and immediately goes to her computer. Hannah works, eats, sleeps, repeats. Each time the room looking slightly different and Hannah in a different configuration each compression. During these quick scene switches she plugs, and unplugs her drive in to her computer. Music ends. END MONTAGE

Dialogue: MONTAGE:

Props:

Set Design:

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Scene: INT. HANNAH'S ROOM - NIGHT

Action: Hannah checks the website for the game company and she looks at the final delivery date. It reads ?Must deliver to head office by April 12? (2 Days from the current date).

Dialogue:

Props:

Set Design:

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Scene: INT. HANNAH'S ROOM - NIGHT

Action: She wakes up the next day and it?s another thunderstorm. Hannah grabs her backpack and starts putting on her shoes. MOTHER Where do you think your going? HANNAH Outside. MOTHER Not in this weather. Have you looked outside? You will get blown away if you walk out the door. Hannah puts her bag down at the front door and goes to her room. MOTHER (CONT'D) Call work today, I don?t want you out there right now. Hannah curls up against the wall with a blanket wrapped around her. She takes the phone from her ear and tosses it onto her bed. Her phone is on the call screen and fades off. Hannah somberly looks out the window. She sits there in different positions, checking the weather app. She scrolls to the end of the day and it will continue to be a thunderstorm. She leans and falls onto her

pillow.99.. INT. HANNAH'S ROOM - DAWN She gets up swiftly looking outside her window to see the thunderstorm still present. She flings off the blanket and walks to the porch.

Dialogue:

Props:

Set Design:

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Scene: EXT. HANNAH'S PORCH - DAY

Action: She leans over to find the frog. It's nowhere to be found. She gets anxious due to time starting to grow thin.

Dialogue:

Props:

Set Design:

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Scene: INT. HANNAH'S ROOM - DAY

Action: She starts pacing back and forth, fiddling her fingers. Finally she can't handle it anymore. Patience is depleted.

Dialogue:

Props:

Set Design:

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Scene: INT. HANNAH'S HOUSE HALLWAY FRONT DOOR - DAY

Action: She snags her rain jacket, throws on her shoes, grabs her backpack, and opens the front door to leave. MOTHER Where are you going? HANNAH Later! Hannah rushes out the door. The sound of her anxiety and breathing gets louder and louder. With the thunder, rain and wind growing increasingly violent.

Dialogue:

Props:

Set Design: H

Scene: EXT. HANNAH'S HOUSE ROAD - DAY

Action: Hannah grabs her bike and pedals hard. Her breathing getting louder and faster. HANNAH Cmon. Louder and faster. HANNAH (CONT'D) Cmooon. Louder and faster. HANNAH (CONT'D) CMOOOOON. The final breath extends.1100.. FADE TO A PUDDLE BELOW

Dialogue:

Props:

Set Design: H

Scene: INT. THEATRE HANNAH'S ROOM - DAY

Action: Hannah prepares her makeup in the mirror wearing a nice black silk dress. HOST Are you ready? HANNAH Oh, uh, yep in a second. HOST When you're done wait by the steps next to the stage. Hannah finishes her blush and eyeliner. She takes a deep breath and walks towards the door.

Dialogue:

Props:

Set Design:

Scene: INT. THEATRE BEHIND STAGE - DAY

Action: Hannah walks out from her room to a chaotic mess, people littered everywhere, and equipment rushing past. She nervously and cautiously maneuvers around the equipment, then approaches the stairs, and peaks out slightly to see the crowd. Her parents approach. FATHER Are you ready? HANNAH Yah. The Father is reluctant and frustrated with himself. FATHER I'm sorry Hannah. For all of it. MOTHER You have showed us that- FATHER We are proud of you. Hannah hugs both of them. HANNAH No matter what happens, I will always love you guys. She hugs tighter.1111.. HOST The next creator we have is Hannah (Insert last name). The creator of the highly anticipated game, Leap Frog. Hannah looks over at her parents and they're waving at her with overfilled joy. She takes a deep breath



and pats her dress and walks up the steps. The theatre is screaming, clapping and cheering. She walks towards the microphone. HOST (CONT'D) Now tell us Hannah what inspired you to create this spectacular game. The crowd is completely silent, awaiting her response. Hannah nervously grabs the mic, and opens her mouth as if she's about to speak. HANNAH Well, it all started with a Frog. THE END.

Dialogue:

Props: Frog, Leap Frog

Set Design:

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