

|  | Scene # | Shot # | Time Approx. | Shot Type | Cam Mov.  | Audio*                               | Short Description   | Overlay              |  |
|--|---------|--------|--------------|-----------|-----------|--------------------------------------|---|----------------------|--|
|  | 2       | 2      | 2 Sec        | 2 Shot FS | N/A       | Music CTD                            | Boys walks back up to girl  | Score Bar            |  |
|  | 6       | 15     | 2 sec        | 2 shot FS | N/A       | Silence, maybe birds & snoring       | Shot shows boy passed out on ground near girls feet asleep. Girl looks at him in disgust and walks away. Fail sound   | score bar            |  |
|  | 8       | 7      | 5 sec        | 2 shot FS | N/A       | Music End & Winner Track             | Girl sniffs rose as boy Jumps into the air and then the shot freezes for the closing title "Acheivement Reached - Congratulations"                                  | Scorebar & End Title |  |
|  | 6       | 5      | 1 Sec        | 2 shot FS | Crab Left | Music Loud (faster beat) Running SFX | Boys walks/runs toward girl then suddenly speeds up a bunch and runs right past girl  | score bar            |  |
|  | 1       | 4      | 1 sec        | 2 shot FS | N/A       | Music CTD                            | Show guy coming to stop in front of girl  | Score Bar            |  |
|  | 2       | 4      | 4sec         | 2shot MS  | N/A       | Music Low Fail Sound                 | Jump cut after line is asked and the girl says :no they're baseball pants because you're im outta your league". Fail sound comes up and X pops up and scene 2 ends. | Score Bar            |  |

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|  | 7 | 3  | 2 sec  | 2shot FS        | N/A (Shake) | Static & Banging                           | Shot shows guy frozen in time on right side of screen while girl is moving on the left. She looks at him then walks away. You hear a banging sound as if the "player" is hitting his TV then the screen goes black as the banging gets madder. | score bar             |  |
|  | 8 | 3  | 2 sec  | 2shot FS        | N/A         | Music CTD                                  | Boy walks more confidently towards girl  | scorebar              |  |
|  | 6 | 7  | .5 sec | FS              | N/A         | Music CTD and speed up                     | Boy rounding corner  | score bar             |  |
|  | 6 | 9  | .5 sec | FS              | N/A         | Music CTD and speed up                     | Boy rounding corner  | score bar             |  |
|  | 6 | 11 | .5 sec | FS              | N/A         | Music CTD and speed up                     | Boy rounding corner  | score bar             |  |
|  | 6 | 13 | .5 sec | FS              | N/A         | Music CTD and speed up; Power Warning Beep | Boy rounding corner back into commons  | score bar             |  |
|  | 2 | 1  | 1 sec  | FS Boy          | N/A         | Music CTD Fade In SFX                      | Boy reappears and "attempt 2" comes up on screen   | Score Bar & Attempt 2 |  |
|  | 7 | 1  | 1 sec  | FS Boy          | N/A         | Music CTD Attempt Ding                     | Boy reappears for another attempt  | score bar             |  |
|  | 1 | 8  | .5 Sec | Girl POV MS Boy | N/A         | Music CTD Reset SFX                        | Boy fades/transitions away into nothingness; life comes off of the scoreboard display  | Score Bar             |  |

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|  | 6 | 3 | 2 Sec  | KS  | Tilt Up     | Music Loud Eating SFX               | Show boy eating energy bar   | Score Bar |  |
|  | 1 | 1 | 3 sec  | MS  | Arc         | Music CTD small ding for title      | Introduces main character; Also includes title stating "Objective 1: Find A Date to Prom"; Also introduce Scoreboard and Life meter along top. | Score Bar |  |
|  | 8 | 1 | 1 Sec  | MS  | N/A         | Music Restart & Attempt Ding        | Boys shows back up he looks both defeated but oddly determined   | scorebar  |  |
|  | 3 | 1 | 1 sec  | MS  | N/A         | Music Loud small ding for attempt 3 | Boy reappears on screen and attempt 3 pops up  | score bar |  |
|  | 4 | 1 | 1 sec  | MS  | N/A         | Music Loud small ding for attempt 4 | Boy reappears on screen and attempt 4 pops up  | score bar |  |
|  | 5 | 1 | 1 sec  | MS  | N/A         | Music Loud small ding for attempt 5 | Boy reappears on screen and attempt 3 pops up  | score bar |  |
|  | 6 | 1 | 2 sec  | MS  | Arc to Back | Music Loud small ding for attempt 5 | Boy reappears on screen and attempt 3 pops up  | score bar |  |
|  | 3 | 2 | .5 Sec | N/A | N/A         | Music Loud Fail sounds              | Black screen with red X and fail sound pops in   | n/a       |  |
|  | 4 | 2 | .5 Sec | N/A | N/A         | Music Loud Fail sounds              | Black screen with red X and fail sound pops in   | n/a       |  |

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|--|---|---|--------|---------------------|---------------|-----------------------------|--|-------------------------------------|--|
|  | 5 | 2 | .5 Sec | N/A                 | N/A           | Music Loud<br>Fail sounds   | Black screen<br>with red X and<br>fail sound pops<br>in  | n/a                                 |  |
|  | - | - | 5 sec  | n/a                 | n/a           | 8-bit music start           | Title slide<br>written in old 8-<br>bit type font<br>stating:<br>"Gaming In<br>Real Life"  | n/a                                 |  |
|  | 8 | 6 | 2 sec  | OTS Boy; MS<br>Girl | N/A           | Music CTD &<br>Winner Ding  | Girls takes rose<br>and says "Ahh<br>how sweet I<br>would totally<br>love to go to<br>Prom with you.                               | scorebar (score<br>starts going up) |  |
|  | 1 | 6 | 2 Sec  | OTS Girl<br>MS Boy  | N/A           | Music Down<br>Pickup Line 1 | Girl pauses and<br>looks at boys<br>crotch then<br>replies:<br>"Actually, I think<br>what you need<br>is a pair"                   | Score Bar                           |  |
|  | 8 | 5 | 2 sec  | OTS Girl; MS<br>Boy | N/A           | Music CTD                   | Boy hands girl<br>the rose and<br>says "Roses<br>are Red, Violets<br>are Blue, I'd<br>really love to go<br>to Prom with<br>you.    | scorebar                            |  |
|  | 1 | 3 | 5 sec  | POV                 | Dolly Forward | Music CTD                   | Take over first<br>person view;<br>introduce HUD;<br>Show "Target<br>Acquired in<br>shot. Get<br>almost all the<br>way to the girl | HUD                                 |  |

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|--|---|----|-------|-----|-------------------------------------|--|--|---------------------|--|
|  | 6 | 4  | 3 sec | POV | Dolly Forward                       | Music Loud Wiping SFX                      | Retake POV as boy wipes his face from eating. Then he starts walking very quickly toward girl  | HUD                 |  |
|  | 6 | 6  | 1sec  | POV | Dolly F                             | Music CTD and speed up                     | POV shot of boy just flying down the frosh hallway   | HUD                 |  |
|  | 6 | 8  | 1sec  | POV | Dolly F                             | Music CTD and speed up                     | POV shot of boy just flying down the CTE hallway   | HUD                 |  |
|  | 6 | 10 | 1sec  | POV | Dolly F                             | Music CTD and speed up                     | POV shot of boy just flying down the Soph hallway  | HUD                 |  |
|  | 6 | 12 | 1sec  | POV | Dolly F                             | Music CTD and speed up; Power Warning Beep | POV shot of boy just flying down the trophy hallway  | HUD & Warning Title |  |
|  | 6 | 14 | 2 sec | POV | Slowing Dolly F & Tilt Forward Fall | Music Slowing & Warning Beep               | Boy slows down, warnings beep, and he falls on his face  | HUD & Warning Title |  |
|  | 8 | 2  | 2 sec | POV | Dolly F & Pan Right                 | Music CTD & Item Whoot                     | Boy walks towards girl but stops midway and sees rose on table. Picks rose up and "rose acquired" title pops up. Rose shows up in inventory. | HUD                 |  |
|  | 8 | 4  | 2 sec | POV | Dolly F & Still                     | Music CTD                                  | Boy choses Rose from Inventory then passes rose to the girl  | HUD                 |  |

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|--|---|---|--------|----------------|------------------|---|--|-----------------------------|--|
|  | 1 | 5 | 2 sec  | POV<br>MS Girl | N/A              | Music Fade<br>Down<br>Pickup-Line 1     | Hud Display<br>highlights<br>Pickup line 1;<br>Boy Says "Are<br>you a Shriveled<br>Brown fruit<br>because I'm<br>looking for a<br>date?"   | HUD                         |  |
|  | 1 | 7 | .5 Sec | POV<br>MS Girl | Slight Tilt Down | Music Fade Up<br>Fail SFX               | Boys looks<br>down in shame<br>as Red X<br>comes up on<br>HUD display  | HUD Display                 |  |
|  | 2 | 3 | 2 Sec  | POV<br>MS Girl | N/A              | Music Fade                              | Hud Display<br>highlights<br>Pickup line 2;<br>Boy Says "are<br>those space<br>pants cause<br>your but is outta<br>this world?"  | HUD                         |  |
|  | 7 | 2 | 3 sec  | POV Boy        | Dolly F          | Music CTD<br>then Static                | Boy walks<br>toward and<br>targets girl,<br>then suddenly<br>the "buffering"<br>dialogue comes<br>up   | HUD & Buffering             |  |
|  | 6 | 2 | 4 sec  | POV FS         | Dolly Forward    | Music Loud<br>Inventory<br>selector sfx | HUD display<br>shows boy<br>walking towards<br>girl but he stops<br>and picks out<br>the "energy<br>bar" from his<br>inventory<br>selection. FS<br>graphic pops up<br>saying "Energy<br>Bar" | HUD & Energy Bar<br>Graphic |  |

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|--|---|---|-------|----|-----|-----------|---|-----------|--|
|  | 1 | 2 | 2 sec | WS | N/A | Music CTD | Introduces setting and shows orientation of the whole scene<br>Includes title that states "Begin" | Score Bar |  |
|--|---|---|-------|----|-----|-----------|---|-----------|--|