

[The concept: this game jumps back and forth between the 'real world' of Raina and John hanging out and going to school and the video game world of 'Legend of the Azure Circle'. The 'real world' is a game about relationships, dialogue choices, and growing up. Legend of the Azure Circle is a 'zelda-like' game with dungeons, weapons, upgrades, bosses, etc. The player can switch between these two states at any point. Some puzzles in 'Azure' will require knowledge that either John or Raina has and they will have to meet up at school to exchange ideas and notes then return home later that night to try those ideas out in "Azure." As the friends play the game, they become closer but not romantically; the game deepens and broadens their friendship and gives them a space to work through some of the struggles they are facing growing up in a small town. When the player completes "Azure", they receive one of several 'endings' based on the choices made in the relationship between John and Raina]

Game begins with Gameplay: [no cutscenes at all; playing a game right from the start.] An 8-bit world. A water temple; flowing waterfalls, pools of water, pixel art and chiptunes. A very 'Zelda' like game called "The Legend of the Azure Circle". The player can play through this entire little game if they wish. But as soon as the player is defeated...fade to black.

[Fade in from black to a sky filled with stars; glowing points of light. Countless and timeless. A bright moon hangs in the corner. Nothing is heard for a few moments save the sound of wind gently moving through trees. Then, a few notes of an all too familiar melody...title fades in, water-like]

OCEANS ABOVE

[Slow pan down to a modest house backed up to a dense forest. It is night time and the town is quiet, sleeping. All the lights are out and the moonlight is stunning without the earthbound electricity to dull it. The camera slowly makes its way lower and lower until it rests at ground level; then tilts up. One window is not dark; one window is bathed in flickering light. The camera zooms toward the this window and fade to black]

[Interior, teenager's bedroom. Messy but in a quirky and cool way. Baseball bat in the corner. Skateboard and backpack thrown near the bed. A few pairs of jeans are strewn about carelessly. A CRT monitor computer rests on the desk and a video game console's power and AV cables snake their way from the floor to the monitor. Raina sits, legs crossed, on the floor mesmerized by the world on the screen. Then, the static squeak of a walkie-talkie]

[Voice on Walkie]: You still awake Rain?

[Raina]: Of course. I haven't finished the water temple yet.

[the controller clicks as Raina controls her character, jumping back and forth, dodging and swinging a blade]

[Voice]: Did you get the Iceflare Shard? You need that to freeze the waterfall otherwise...

[Raina]: Of course I got the iceflare!

[It is clear from the tone of their voices that Raina and John are best friends and they have been for years. They grew up together and live only a few houses away from each other. They love to hang out at the local mall after school and play video games together with their walkie talkies. Right now, they are both making their way through Legends of the Azure Circle. The tape on her walkie is peeling; she uses it to keep the talk button depressed and she will have to change it out soon]

[Raina]: The question is; did you find the Armor of Tides?

[John]: ...did you seriously find it?

[Raina smiles; the flickering light from the monitor illuminating her half smile]

[Raina]: found it yesterday. Meant to tell you.

[John]: Spill it!

[Raina]: You have to light the torches in a certain order. I'll draw a diagram; I can show you tomorrow.

[John]: I knew it! Dammit! Does it look badass?

[Raina]: So badass. Alright. I gotta go. See you in my nightmares John!

[John]: Not if I see you first, Rain. Rambo out!

[Raina]: idiot, [laughing]

[Raina saves her game and stands up. She turns off the game console and the monitor displays only static. A low rumble of thunder rises from outside. She scans the room for the remote to shut down the monitor and cannot find it. She searches the bed, the desk. It seems to be lost and the monitor continues to emit its pulsating static signal. More thunder, closer now. Suddenly, the monitor turns off, without any input at all.]

[Raina]: Weird.

[Raina jumps into bed and pulls the sheets over her face. The room is dark now. From outside the thunder booms. Closer than it has ever been. Pan from the bed to the window. Slowly we get closer and silent lightning strikes far off in the distance. The camera glides through the closed glass window and rises, up and up and up until it is above the house and the town. A storm brews on the dark horizon. The last image we see are the stars above the house; an ocean of tiny lights twinkling in the darkness. An ocean above. Just before a cut to black, we hear a tv come to life and the title theme from "The Legend of the Azure Circle" plays for a few seconds.]

Cut to black.

Interactive Scene: Raina's Bedroom

[After making their way through this opening scene, the player lands on a scene of Raina's bedroom. This is a dynamic scene with real lighting. If you were to remain on this screen all day, the light coming in through the window would gradually change according to the time of day you are playing the game. Animated features are scattered throughout the room. Raina is on her bed with headphones on, a Walkman beside her, reading a comic book. She flips the page every once and a while. There is a digital clock on her desk that reads out the real world time. The window is open and the curtains are casually swaying. Raina's backpack sits in one corner. Her game console is visible on the floor with wires snaking to her desk monitor. There is a modest bookshelf with several books, toys and trophies on it. A journal rests on her night stand.]

Dialogue Interactions Raina's Bedroom

<if player remains seated on the bed listening to music, random voice lines from downstairs will be heard, muffled and far away>

<Time of Day Dependant>

7:00am-8:00am

[Raina's Mom]: Are you dressed yet?

[Raina's Mom]: Hon, do you want waffles?

[Raina's Mom]: C'mon, we have to go!

[Raina's Mom]: (knocking on door) Ten minutes!

[Raina's Mom]: Remember; I'm working late tonight so you'll need to let yourself in after school.

[Raina's Mom]: Are we still going to the Mall this weekend?

8:00am-9:00am

[Muffled voices speaking down stairs]: Yes, they are coming next week...not sure...yes, that's what I told them...me too

[Raina's Dad]: Everyone have a great day!

(phone ringing) | [Raina's Mom]: Stacey! Yes, I know. I heard! I'm bringing it up at work today, don't worry.

[Raina's Mom]: Raina! Let's go!

(More to come)

At School Cafeteria

A busy and crowded school cafeteria. A long line snakes around offscreen leading to the food stations. Several unhappy looking food workers shuffle back and forth. Trees sway outside large windows. There are kids seated at almost all the tables, a variety of stereotypical clicks represented and some of kids who don't fit those tight molds. The camera is behind Raina and over her shoulder. His backpack is casually slung over her shoulder. John is seated at one table and there is an open spot the player can click on. There are several other clickable objects in this scene as well.

<Upon clicking the empty seat with John, the scene shifts to Raina and John sitting together at the table>

[John]: I can't believe you got the Armor of Tides.

[Raina, shrugging and smiling]: Don't know what to tell you; I'm that good.

[John, looks up]: I guess. Can you tell me where it is?

[Raina]: I could...if you show me the Owl Puzzle.

[John, gasping]: My most dearly guarded secret?!

(Raina nods, slowly, smirking)

[John]: Done. It's way easier than you are making it. You just need to align the three triangles so they form a fourth triangle in the center and then drag the three owl statues to the points. Then, just stand in the center and draw the Azure Circle.

[Raina]: Wow. I can't believe I missed that.

[John]: What can I say! I'm amazing.
(Rain does not reply; just smiles at John).

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