m about a person time looping and must find out to escape the never ending day before they lose their mind.

Beginning: They go through the day they would typically would any day but the next morning, their day wasn't particularly eventful like all the others but when she does it again the next day she begins to realize that she remembers doing this the prior day.

Middle: As she explores the neverending day, she finds clues on how the loop began and plans to find out. Another thing that could happen is that they find a recording or message of a previous looper on how to escape the cycle. **End:** They end the cycle once and for all and begin a new day forever changed by the experience. Possible plot twist at end where it hints that it could be a new loop and the main character doesn't even know it yet. Or going one further a new person is trapped while the Mc is free. Another thing that can be possibly expanded upon would be how long are they in the loop for since they could finally leave. It could be that nothing has changed and it's like nothing has happened or it's been years since they left.

Inciting Incident : *The moment they realize that they're in a loop when the people around repeat the same thing they said before, possible montage of them testing things out for example doing something completely different and seeing how it would affect the day.*

Synopsis by Scene :

Scene 1 : *Mc Wakes up, has breakfast and goes to work as they typically do but when they do it all again start to notice things they saw a day prior and no one knows what they're talking about.*

Scene 2 : When the day rebegins on the same day once again they do a montage of the things they always wanted to do for example sleeping in, watching a movie at the cinema and slapping an annoying boss, and Time skip shown via title card showing how long they have been in the day showing its been weeks.

Inspiration : *Groundhog Day / Deathloop*
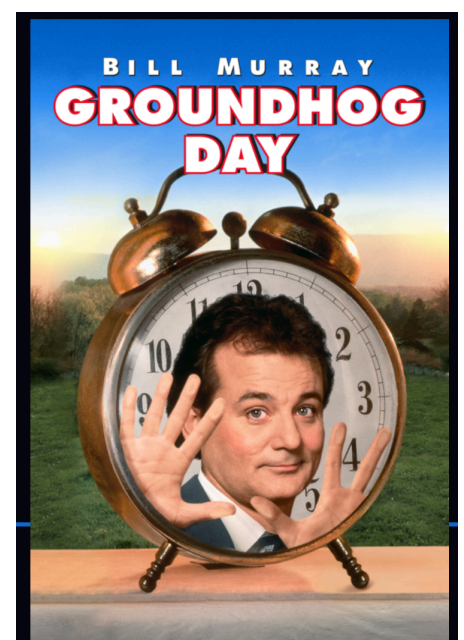
Climax - *MC finds a Mcguffin type item/artifact which would the solution of ending the loops, possible fight with a threat in which they want to stay in the loop for their own needs, They skirmish a bit for the Mcguffin MC gets uphand the loop ends and a new day begins.*

GENRE :ESPIONAGE, ACTION, DRAMA
3 Act – Espionage Type Story?

Beginning – Grizzled Type main Character has infiltrated a suspected cult and is tasked to enter by a Police Captain.

Middle- He enters by chat logs and finds out their location and is discreet by going through the backdoor to their location, he finds a room with a roadmap of their plans and finds out the captain has been secretly working with them from the photos taken of them shaking hands at the site.

End - Finding out the captain's sudden betrayal and a suspicious looking message inviting him to a location to meet. The MC and the Captain have a back and forth on why he did it and he thinks he can silence him from spending the truth, turns out he had backup from other officers, and he is captured/defeated the info is passed along and the day is saved, and the cult is dissolved.

 Inciting Moment *:* It Begins at a Dark Night in an undisclosed Woods where a man is running in a desperate manner as he is shot in frame where he runs through a puddle, the man is short

of breath and he dodges the incoming trees and looks behind him looking for any individuals that could be hiding in the shadows, to the mans dismay he trips over a hidden branch and falls down a hill and injures himself this is shown via the audio where you hear his leg hit the rock and hear a snap. The man attempts to get up but cannot due to the injury but suddenly can hear the sounds of footsteps hitting leaves as his heart beat gets louder by every step, the sound goes silent where the only thing you can hear the mysterious mans heavy breathing as he looms over him the camera switches the man's reaction and camera switches to his environment as you hear a loud gun bang and some crows fly away in distance.

Inspiration: Solid Snake

Beginning - Main Character has a semi traumatic experience that he will have to overcome to be a better version of himself and to grow as a person, The trauma could be possibly not getting over a loved one that could be included in the background for example picture of the main character together or a phone number or chat log they stare at longer then they reasonable should. .

Middle - A reminder of the experience appears; he emotionally battles with this and is shown visually by his personality and body language. As he does this, he finds a new way to deal with it and he moves on from the experience. The reminder could be a person mentioning the now gone individual or a birthday or an event they both experienced reappears.

End- It is shown how vastly he has improved since the beginning which is shown by the colors of the shots in which have more vibrant colors like orange and yellow to show his emotion, when he was at his lowest it was a deep blue, but that's for the shooting script so the color aspect would be put on the backburner if i choose this idea for the project.

Climax - MC at the lowest of the low but overcomes it and becomes a better person because of it.

HOLLIES IDEAS

First idea:

I was thinking for the genre, it could be a Horror. We could do low-key lighting (main lights would be turned off and the side lights would flicker, leaving it to be quite dark). There would be lots of turbulence and shaking of the plane to add more elements of suspense. To add to the atmosphere, there would be quite an effect on pathetic fallacy, it would be set at night time, there would be torrential rain and maybe add a thunderstorm. We would emphasise the use of sound to create more suspense, the sounds of the jet plane would be loud, the rain on the window, the people chatting amongst themselves that gets more panicked and intensifies as it goes on.

I was thinking for the characters, the person travelling on their own could be a woman in her early 20's for her business trip and she is also afraid of travelling. Using a common fear that the audience may have and the character having that same fear could make it

more engaging and impactful, it makes it scarier if people can relate. A person travelling on their own could be irrationally scared of if they are going to the wrong place, or if there are dangerous people, or if the plane is going to crash. It is found until after, that the plane is going to a different place than planned which makes people think of all these different possibilities.

I was thinking for the moment, the lead up it seems like a normal travel diary, the shots are fast paced as this person is going through the airport, hand-held close up shots and insert shots as she is dropping off her suitcase, going through security, picking up something from the airport and boarding the plane. The unusual moments such as turbulence and flickering of the lights. This person who is already nervous is freaking out and reacts all panicky. Particular shot of the person looking down the aisle that spins into a canted angle and widens out more.

<u>Second idea:</u>

I was thinking for the genre it could be a horror. We will use the same elements from the first idea, low-key lighting and make good use of sound.

I was thinking for the characters there would be a group of teenage girl, more likely want to investigate the reason.

I was thinking for the moment we could use a flashback to the reason why they are having bad dreams.

(More writing for this idea in a PowerPoint below).

<u>Third idea:</u>

I was thinking for the genre, it would be a coming-of-age. Giving the camera shots the "over-produced" look and feel by using static shots on a tripod. To use pathetic fallacy but completely different to the first idea, such as summertime, bright and sunny, day to night throughout the film. The sound will be fairly quit and emphasis of sounds on the ping of the text, TV and banging on the door.

I was thinking for the characters to have the main character in their late teens and the brother as a year younger, the coming of age milestone usually hits them in their late teens.

I was thinking for the moment; to have a montage of a person moving out of them putting the bed up,

putting kitchen supplies away, and moving tables in. He goes to make a cup of tea, and is interrupted by

a text message off his brother. Flashback to the childhood home with the main characters and parents.

There is a fight and the parents say "you're not going to get a life for yourself, you don't want to go to

university, you are stuck at a dead end job, you should be following our footsteps, I'm disappointed" etc.

Flash forward back to him sitting on the sofa, banging on the door, loud, he goes to look out the window,

sees his parents and he tells them to go away as he has proved them wrong. Brother turns up next day

having a breakdown "our parents are belittling me more now that you've moved". Older brother goes

"come on in" and ends on sad music & credits.