

STORYLIST

NeanderTech: The Island

I. Introduction

A. Flying a cargo plane

1. B.E.V (Birds Eye View)

a) Over the ocean and an island

B. Pilots Dialogue - Close-Up view of front plane

[Pilot]

This is a nice view ,right?

[Co-Pilot]

Yes it is!

[Radio]

GS-73, say altitude?

[Pilot]

12 Kilometers.

(Plane malfunctioning sounds)

(Pilot & Co-Pilot scared facial expression)

[Co-Pilot]

MAYDAY! MAYDAY! WE'VE LOST CONTROL!

I REPEAT!

MAYDAY! MAYDAY! WE'VE LOST CONTROL!

[Radio]

GS-73 remain VFR if you can remain straight and level.

(Plane dropping sound)

C. Wide shot of cargo plane losing control and heading for crash landing on an island.

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- D. Front of plane
 - 1. Co-Pilot revealed dead
 - 2. Pilot attempting to move and moaning
 - E. Caveman (Neo Stone) seen banging big stones with another stone making pebbles
 - 1. Neo turns around revealing a large cloud of smoke in the sky on the other side of the island.
- II. The curiosity
- A. Neo stops banging the stones and stands up
 - 1. (3rd person view) Starts walking towards smoke
 - a) Passing Boulders & trees
 - 2. Neo approaches the crashed plane
 - 3. Plane condition is immobilized
 - a) Shattered wings
 - b) Tail of plane with small flame
 - 4. Neo approaches the door of the plane where a crate fell out and is open
 - B. Shot of the Pilot at the plane door goaning and grunting
 - 1. Neo gets startled
 - a) Grabs a nearby stone
 - b) Throws at the Pilot's head
 - c) Pilot falls to the ground bumping into the crate causing an engine sound
 - (1) *Unknown sound begins*
(Generator sound)
 - 2. Neo opens the crate
 - a) View of the inside of the crate revealing items:
 - (1)A generator
 - (2)A cell phone
 - (3)A radio
 - (4)A Television (U.V Brand - Ultra Vision)
 - (5)A Video Game Console
 - (a)P&P (Plug & Play)

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3. (3rd person view) Neo starts to push the crate to the his cave

III. Decision Making / The Discovery

A. Wide shot of the Cave

1. Neo Pushing the crate

B. Begins to empty out the crate

1. User decides what to take out

a) The Ultra Vision

- (1) Presses buttons

(a) Results: Nothing happens

b) The Radio

- (1) Presses buttons & turns dials

(a) Results: Nothing happens

c) The Cellphone

- (1) Touchscreen

(a) Display of low battery

(b) Tosses phone

d) The generator

- (1) Presses buttons

(a) Different sounds made

e) The Plug & Play

- (1) Presses buttons

(a) Results: Nothing happens

C. Neo grabs wires to plug into generator

1. Plugs Radio

a) Sounds of music playing

- (1) Neo gets scared

(2) Smashes radio

2. Plugs Ultra Vision

a) Demonstration plugging the Plug & Play

- (1) Neo pays attention to screen

(a) Begins to follow the demonstration

(2) Plug & Play starts on screen

b) Neo is clueless *Grunts with confusion*

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- (1)Unplugs Plug & Play from Ultra Vision
- c) Demonstration continues on screen
 - (1)Plugging the remote of Plug & Play
 - d) Neo replugs everything
 - (1)Plug & Play start screen
- 3. Neo presses buttons on the remote
- 4. Generator shuts down
- IV. Ending
 - A. Neo's confusion of the shut off
 - 1. Grunts with anger
 - 2. Smashes everything
 - B. Neo walks out of cave
 - C. Begins banging stones with stones

THE END