

Deadly Dark Trailer

by

Christopher DeBonis

Made as part of "Deadly Dark" project for
UNM Advanced Game Development course,
Team 1 (Logan Sullivan, Emely Torres,
Christopher DeBonis, Andrei Popa-Simil).

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tophertwofour@gmail.com

EXT. FRONT ENTRANCE, MUSEUM - NIGHT

OVER BLACK

00:00-00:03

SUPER: Once upon a time, there was a museum in Budapest, Hungary...

FADE IN

The FRONT-FACING EXTERIOR of the museum is seen, and then the MUSEUM ENTRANCE.

00:03-00:07

SUPER: ...named *the Museum of Infinite Curiosities*...

INT. FRONT ENTRANCE, MUSEUM - NIGHT

The FRONT DESK, VENDING MACHINES, and FRONT SECURITY OFFICE are visible looking in from directly inside the glass front door.

The MANAGEMENT OFFICE and LARGE WOOD TABLE with CHAIRS SURROUNDING are seen

00:07-00:11

SUPER: ...known for its proficient, albeit often unethical methods...

INT. LIGHT PUZZLE 2, MUSEUM - CONTINUOUS

The VASES are seen under light with CHROMATIC ABERRATION on the floor next to it.

00:11-00:15

SUPER: ...of procuring rare works of art...

INT. UTILITY ROOM, MUSEUM - CONTINUOUS

BOXES and ELECTRICAL EQUIPMENT in a back utility room.

00:15-00:19

SUPER: ...the museum got away with their shady practices for decades...

FADE TO BLACK

OVER BLACK:

00:19-00:25

SUPER: ...until people began disappearing in the museum...

CHANGE TONE TO DARK, WICKED

INT. MUSEUM EXHIBIT, MUSEUM - NIGHT

00:25-00:28

SUPER: ...first a groundskeeper, then a curator...

INT. HALLWAY, MUSEUM - CONTINUOUS

DARK HALLWAY is flanked by ARTWORKS on the walls.

00:28-00:34 SUPER: ... but the owners were forced to investigate when a
A silhouette of THE ENTITY is seen off in the distance.

SUPER: child went missing in the museum...

INT. FRONT SECURITY OFFICE, MUSEUM - CONTINUOUS

The COUCHES and GLASS TABLE are seen through just inside the doorway, and then the SECURITY DESK.

00:34-00:39 SUPER: ...the museum has begun hiring security, but have not
yet solved the case...

INT. MAIN SECURITY OFFICE, MUSEUM - CONTINUOUS

00:39-00:46 SUPER: ...security personnel have begun turned up missing as
well, or possibly worse, completely insane...

FADE TO BLACK

OVER BLACK

00:46-00:50 SUPER: ...the job is open, think you can solve the case?

CUT TO

INT. MUSEUM HALLWAY, MUSEUM - NIGHT

The player is running through the museum hallway, flanked by ART EXHIBITS, being CHASED BY THE ENTITY.

CUT TO BLACK

00:50-00:54 SUPER: Use light to fend off the entity

CUT TO

INT. MUSEUM HALLWAY, MUSEUM - CONTINUOUS

The player causes the Entity to FLEE with a fixed light.

CUT TO BLACK

00:54-00:58

SUPER: Being careful to manage your power sources

CUT TO

INT. MUSEUM HALLWAY, MUSEUM - CONTINUOUS

The flashlight FLICKERS and BURNS OUT, then the Entity CHARGES AT THE PLAYER.

00:58-01:03

CUT TO BLACK

SUPER: Use tools and powerful allies to help you survive

CUT TO

INT. LUUMBA ROOM, MUSEUM - CONTINUOUS

LUUMBA is off, then the player INSERTS A BATTERY, then we see the FRONT OF THE LUUMBA power on.

CUT TO BLACK

01:03-01:07

SUPER: and survive long enough

CUT TO

INT. MUSEUM HALLWAY, MUSEUM - CONTINUOUS

LUUMBA is leading the way down a dark hallway, encountering the ENTITY and causing it to FLEE.

CUT TO BLACK

SUPER: to solve the case

01:07-01:11

CUT TO

INT. PICTURE BURNING ROOM, MUSEUM - CONTINUOUS

Player places FRAGMENT onto BURNING TABLE, which already has a FEW ASSEMBLED FRAGMENTS.

CUT TO BLACK

SUPER: and restore safety to the museum

01:11-01:15

BEAT

CUT TO

INT. MUSEUM PUZZLE ROOM, MUSEUM - CONTINUOUS

01:15-01:22

Player is trying to figure out the FUSE PUZZLE, when they turn to the side and see THE ENTITY RUNNING AT THEM.

CUT TO BLACK

FADE IN

TITLE: Deadly Dark

FADE IN

INT. PICTURE BURNING ROOM, MUSEUM - CONTINUOUS

Around the room there is EQUIPMENT, and ENTRANCES, and
THERE'S THE ENTITY in the doorway.

CUT TO BLACK

OVER BLACK

FADE IN

01:26-01:30

SUPER:

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FADE TO BLACK

END