

FADE IN: INT. BEDROOM - EARLY MORNING

VR camera starts all dark.

FADE OUT: INT. BEDROOM - EARLY MORNING

The player can see nothing except a small glowing ball floating in front of them.

When the player selects and moves that ball to their eye socket, they can see the environment.

FADE IN: INT. BEDROOM - EARLY MORNING

VR camera is positioned in first person perspective. The player will be the main character - Z. The Player can't see their body but can see their hands during the experience.

Forward POV - The player can see the full interior of the bedroom. There is a rug under the bed and a closed box in the corner.

Right POV - There is a night table beside the bed and a desk in front of the night table.

Left POV - There is a wardrobe by the wall and we can see a door next to the wardrobe.

Reverse POV - There is the rear part of the bedroom with the bed, with some pillows and cushions on it.

Z wakes up and blinks his eyes.

The player will hear a quick introduction about Z.

(V.O.)

SYSTEM ANNOUNCER

"You will be Z, an office worker during this experience. Remember to go to work and enjoy yourself."

Z knows it's a new day and he needs to go to work as usual. When he sits up in bed he notices something is different.

Suddenly lots of advertisement windows regarding state-of-the-art synthetic body technology appear in front of him.

The player will see different layers of advertisement windows, they can select and move to zoom in and zoom out.

Z tries to reach out to touch these windows but finds that these windows are virtual and floating in front of his eyes and he cannot get rid of them.

The player can wave their hands to touch these virtual windows, but they can't actually clear them. The player will then know the eye's setting.

(Z is confused and talks to himself in a mumbling voice.)

(V.O.)

"What's that? Whatever. Never mind."

Z decides to ignore this weird situation and then goes out to work.

EXT. STREET - MORNING

VR camera follows the character walking on the street.

FORWARD POV - There is a crossroads and the shop signs are stacked with virtual advertisements.

RIGHT POV - The street on the player's right has different shops.

LEFT POV - The apartment the player has just come out of.

REVERSE POV - The street behind on the player's back has different shops.

While Z is walking on the street, he finds that the shops on the street are not the same as before, there are different virtual advertising layers attached to the physical signs.

*** The sound of different jingles and advertisement slogans mix together ***

Suddenly, a big promotion window zooms out and occupies z's whole view. It says 'be free to see the freedom.' in an eye-catching way, and there is a smaller line below, which says 'try the perspective function out for free for 3 hours.'

The player starts to hear some exciting sound effects. They can watch those advertisements, they can also select and move those windows to zoom in and zoom out.

FLASHBACK & CUTSCENE: EXT. STREET - EVENING

VR camera follows the character walking on the street.

FORWARD POV - The street is leading to the apartment.

RIGHT POV - The street on the player's right with different shops.

LEFT POV - The street on the player's left with different shops.

REVERSE POV - The street that the player has just walked down.

When Z was returning home from work a month ago, there was a mysterious man wearing all black handing him a box

(The mysterious man was talking to Z.)

(V.O.)

"Hey look. If you want to change your life, you really need it."

Z thought he was a salesman and didn't want to respond to him.

(The mysterious man kept talking.)

(V.O.)

"Trust me. This is from an amazing scientist, though it's still a prototype. But it still works! You should give it a shot!"

Z continued walking.

(The mysterious man kept talking.)

(V.O.)

"Okay. You know what. Just keep it or
pass it on. It's up to you, mate.
Cheers!"

Then he shoved the box into Z's arms and ran away without a word. Thus Z took the box home and put it to one side but he never thought to open it to see what was in it.

EXT. STREET - MORNING

VR camera follows the character walking in the middle of the street.

FORWARD POV - The street is leading to a casino.

RIGHT POV - The street on the player's right with different shops.

LEFT POV - The street on the player's left with different shops.

REVERSE POV - The street the player has just walked down.

Z doesn't know what's going on but he sees there is a casino nearby and he suddenly gets something.

(Z is talking to himself.)

(V.O.)

"Maybe this time it'll be different."

Then the player can click the 'yes' button to try the perspective function out immediately.

INT. CASINO - MORNING

VR camera follows the character walking into the casino.

FORWARD POV - We can see the interior of the casino. There is a big poker table with a lot of people in the centre of the room. And there are some people playing at a blackjack table in the left corner and also playing Baccarat in the right corner.

RIGHT POV - The player can see several people playing slot machines.

LEFT POV - The player can see several people playing slot machines.

REVERSE POV - The entrance the player has just walked through.

When Z gets into the casino, he finds out the world he can see is different than before.

When he passes and looks around the tables, he can even see the number on the back of the card, it seems like his eyes are an X-ray machine.

But he still wonders whether only he could see cards like that. He decides to watch a few games first and try to observe everyone. He feels like he is looking at these games from the perspective of God, and finds it is true that only he can see the game from that perspective.

(Z is talking to himself in a very low voice.)

(V.O.)

"Don't be fooled by the trick, man!
It's just a 3. That guy just wants to scare you!"

Then Z decides to join the games.

The player will then select and play cards, they will see a transparent card and see the figure behind the card.

Z wins a lot. But he knows it is unwise to always win. That is why he loses at some games on purpose. Overall, he still wins a decent sum of money and everyone just thinks today is his lucky day.

At the same time, the window comes out and warns him the trial time is up.

*** The sound of the system beep and announcement ***

SYSTEM ANNOUNCER

"Unfortunately, we're coming to the end of this trial journey. We hope you have enjoyed your free trial. "

The player will notice the perspective function is gone and their view goes back to normal.

SYSTEM ANNOUNCER

"Upgrade now to keep using if you enjoyed The Eye."

The price is not low but Z can afford it thanks to the money he just won.

The player will see an equipment slot appear at the bottom of their viewer, and the first one is the perspective function.

From then on, Z was addicted to gambling.

(Z is talking to himself and recalling what happened last month.)

(V.O.)

"This month is the happiest time of my life. I never thought I would be into something in my life. Now I've got hobbies, fortune, friends, and even a lover. "

CUTSCENE: EXT. STREET - EVENING

[street + image collage - shopping receipt]

(Z is talking to himself.)

(V.O.)

"I am so glad that I met Hannah. Being with her was the easiest and happiest time of my life. But I'm gradually finding that my life is made up of many lies. I feel like she is hiding something from me and what she really loves is my money rather than me."

FADE IN: INT. CASINO - MORNING

VR camera follows the character walking into the casino.

FORWARD POV - The player can see several people playing slot machines.

RIGHT POV - The player can see several people playing slot machines.

LEFT POV - The player can see several people playing slot machines.

REVERSE POV - The gate where the player just walked through.

SYSTEM ANNOUNCER

"You will find out whether you are being lied to via your eye. Look around and we'll see."

*** The sound of different jingles and advertisement slang mix together ***

The player will see the same window as the previous zooming out which says 'see what you want.' in an eye-catching way, and there is a smaller line below, which says 'see through inside of the human minds'.

Then the player are able to click the 'yes' button to continue.

When Z looked around the casino, he found out that everyone, including his so-called best friends, and his girlfriend, was not sincere with him.

The player will see there are some chatting bubbles around each person, which say their inner opinions.

'oh I lost again. Whatever. Z is gonna help me to pay for my debt.'

'Where is Z. I need money.'

'who cares about Z? He is only a man of missing love'

Z was on edge of breaking down emotionally so he rushed to the street without saying anything.

FADE IN: EXT. STREET - MORNING

VR camera follows the character walking on the street.

FORWARD POV - The street is leading to the apartment.

RIGHT POV - The street on the player right with several people.

LEFT POV - The street on the player right with several people.

REVERSE POV - The casino that the players just come out.

Z comes out of the casino and walks on the street sadly. He feels worse when he looks at the passers-by in the street, he feels like everybody get the negative impressions towards him.

The player then will see chatting bubbles floating next to each passer-bys walking on the street.

"Ew another wagerer."

"Why don't those bettors go to work? What a Failed Fledgling."

"He looks like a stupid rich guy."

CUTSCENE: INT. BEDROOM - MORNING

The box is still there and there is a line of text inside the box, which is, 'Keep it or pass it on'.

FADE OUT: END

End with a text and voice.

(V.O.)

"Are you willing to wear this eye?"