

AUDIO	VISUAL
Crescendo of ambient noise	An empty stool sits in a set
Loud snap	Tre is cut into view
Tre introduces himself	Close up of Tre talking
Introduction continues	Cut to a shot of him posing.
Sergey introduces himself	Medium shot of him talking
Introduction continues	Cut to his posing shot
Ozzi introduces himself	Ozzi is sitting on the stool
Introduction continues	Shot of Ozzi's cool pose
Evan introduces himself	Medium shot of Evan
Introduction cont.	Shot of Evan's Pose
Jackson Introduces himself	Medium of Jackson
Introduction continues	Shot of Jackson's pose
Hype Music plays	Wide shot of whole team standing together
Ambient noise and cut sudden cut of Audio	Cut to black
Keyboard sounds and background music	Over the shoulder shot of Tre typing on keyboard
Background music gets louder	Shot of the screen, it zooms in to a recording of coding
Tre explains godot, why he used it, and what some of the challenges were	More coding shots and something visually appealing
After the transition, Ozzi talks about game design and who is involved in it and the processes that we took (maybe talk about the versions)	The tab is clicked to show the level, transition into a shot of Ozzi sitting at a computer on godot.
Ozzi continues talking about the game design process	Gameplay from an earlier version is shown on the screen
As soon as evan is shown, he talks about concept art and who participated in it	Ozzi looks behind him, cut to shot of evan drawing on a table

