Logline: When Charlie tries out her roommate Gloria's new game, she learns that Gloria has ulterior motives and playing isn't just about winning, but about staying alive as well.

Characters

Character 1: Charlie

Flawed Hero: Overly confident/risk seeker – Charlie likes a challenge even if it's dangerous.

Character Arc:
Beginning:
Charlie is an overly confident young woman who gets her thrills by being competitive and taking risks. Because of this, she has an unintentional disregard for the lives of those around her.

End:
Charlie learns to throttle back her risk-taking to keep her life and the lives of those she loves out of danger. She is a lot more cautious about the motives of others which keeps her from trusting anyone.

Bio: Charlie is a hardcore gamer. As soon as she gets home from school she goes straight to her computer to play. Charlie works as a pizza deliverer while she is attempting to get her bachelor's degree. She also enjoys doing cosplay and attending local cons on the weekends. Charlie lives with her two roommates Daniel and Gloria. The three friends have grown tired of their typical games and want something more challenging. Charlie has agreed to be a game tester for Gloria.

Gamertag: Sh0w0ff007 - Mage character. Light armor. Purple corset with a purple petite-coat that flares at her waist and stops at the bend of her knees. Purple skirt that stops mid-thigh with black and purple knee-high boots. Magic comes out of her hands instead of a staff. She also wears purple gloves that stop at her elbow.

Character 2: Daniel

Flaw: Infatuated with Charlie and because of that, he is overprotective of her.

Bio: Daniel is Charlie's best friend. He is a computer programmer and wants to make something the world has never seen

before. He enjoys playing games with Charlie in his free time and even though he is in the friendzone he has a crush on Charlie. Daniel spends the majority of his time focusing on finding something that will impress her. Daniel met Gloria in college and introduced her to Charlie. He is the reason the three became roommates.

Gamertag: WhiteKnight12 - Barbarian character. Heavy armor Arm guards, black boots, white pants and barbarian markings painted on his chest. Wields either an axe or double handed sword. Mostly prefers bare hands.

Antagonist: Gloria

Flaw: Relentless, self-serving – Gloria will do whatever it takes to get what she wants. In this case, that is Daniel.

Bio: Gloria has a degree in game development and is currently trying to create a game that will make her career. She wants to make something that no one has seen before and have them experience it in a way that will change their lives. Gloria has recruited Charlie and Daniel to assist her. She has a crush on Daniel and although she thinks Charlie is cool, she wants to get Charlie out of the picture.

Gamertag and Developer Information: G0ddessValenheim - Game Developer of Valenheim. She plays the game master that invites high level gamers to fight Charlie and Daniel in game. She secretly creates what she says in a glitch where if a person dies in game they go into a coma in real life.

Secondary In-Game Characters:

BaPHom3t - Demon character with long pointed black horns, a black goat face and human body. Specializes in fire. Armor is covered in flames.

QuEENie_Amelia - High Elf assassin character. Specializes in sneak attacks. Light armor. Royal blue corset, black belt, mid-calf blue skirt and black knee-high boots. Main weapon is a stiletto knife.

EmpthCLEO - Monster Tamer character - Uses psychic abilities to call nearby animals/monsters to aid them in the fight. Light to no armor. Brown Native American dress with two splits up the

side and stops mid-thigh. Black mini shorts underneath and moccasin boots.

NPC - Generic Swordsman class. Brown pants, green tunic and uses a rapier. Light armor.
Threads:

Thread One: Charlie has to find her way out of Gloria's video game in order to stay alive.

Thread Two: Charlie's feelings for Daniel slowly turn romantic when he fights to help her through the game and keep them both alive.

Theme: Sometimes your greatest enemy can be disguised in the form of a trusted friend.

Plots

A-plot: Charlie and Daniel enter a beta test version of a game created by Gloria when they discover Gloria has ulterior motives.

B-plot: Infatuated by Charlie, Daniel tries to prove himself in order to convince her to go on a date with him.

Cliffhanger: Gloria tells Charlie and Daniel that there is a new issue with the programming. Charlie agrees to go on a date with Daniel if they ever get out of the game. Gloria tells Charlie and Daniel she has to restart the game. Before they can respond, everything goes black.

ACT ONE:
INT. APARTMENT - FRONT ROOM/OFFICE - DAY

- Charlie, home from work, enters.
- Daniel and Gloria sit on the couch, laptops open and greet her.
- Gloria announces she has a new game for them to try out.
- Daniel explains he has created a device that will pull the player into the game.
- Gloria asks Charlie if she wants to play their beta game, so she may observe and make any adjustments.
- Charlie agrees and asks Daniel if he wants to make a bet on which one of them will have the biggest kill count.
- Daniel agrees.
- Charlie says if she wins he has to make a video admitting that Charlie is better at video games than he is.

INT. APARTMENT - LIVING ROOM - DAY

- Daniel dresses Charlie in the equipment needed to enter the game.
- Daniel says if he wins the bet, Charlie has to go out for dinner with him later.
- Gloria interrupts them by stating she has beta testers waiting and they need to hurry up.
- Daniel deflates and puts on the gear to enter the game.
- Charlie lays down and signs into the game.

ACT TWO:
INT. GAME - VALENHEIM GAME LOBBY - DAY

- Charlie and Daniel appear in the game lobby.
- Daniel begins to explain the machine mechanics and how they work inside of the game.

INT. APARTMENT - LIVING ROOM - DAY

- Gloria, adorned with a headset, sits next to Charlie and Daniel on the floor and explains a glitch has just appeared and she is working on it.

INT. GAME - OUTSIDE VALENHEIM TEMPLE - DAY

- Charlie and Daniel slam back to back against each other as they defeat an NPC character.

- Another NPC lunges towards Charlie with his sword above its head.
- Daniel protects Charlie and defeats the NPC.
- Daniel bring up his initial offer of a dinner for two on him that he had mentioned earlier, since he saved her.

INT. APARTMENT - LIVING ROOM - DAY
- Gloria interrupts Charlie and Daniel's interaction again.
- Gloria lies on her stomach and says the glitch is more serious than she thought.
- Daniel and Charlie ask Gloria how it will affect them.
- Gloria explains that she cannot pull them back out of the game and if they perish, they will perish in the real world.
- Gloria mutes her audio in the game and switches to a different site, un-muting her audio.
- Gloria tells someone over her headset to prepare for access and to target user name "Sh0w0ff007" first.
- A mysterious voice responds in agreement.
- Gloria allows a gamertag named "BaPHom3t" access to the game, placing their entry point in front of Charlie.

ACT THREE:
INT. GAME - OUTSIDE VALENHEIM TEMPLE - DAY
- Charlie dodges a surprise attack from a large demon, engulfed in flames, who emerges from a portal.
- Daniel battles with an NPC character and watches Charlie over his shoulder.
- Charlie battles with the character named "BaPHom3t" and with a sly move, defeats him.
- Charlie helps Daniel finish off the NPC character who attacks him.
- Daniel and Charlie look for an exit, unsuccessfully.
- Gloria (V.O.) tells them a new issue with the programming has come up.
- Charlie tells Daniel the bet is off, and she'll go on a date with him if they ever get out of the game.
- Gloria says she has to restart the game, but she doesn't know what will happen to them since she can't pull them out before she restarts.
- Charlie and Daniel begin to respond, and everything goes black.