

ENCHANTED GROVE

Written by

Taylor Miley

11/12/2023

tmileywriting@gmail.com

OPENING: A quote appears on the screen: "And above all, watch with glittering eyes the whole world around you because the greatest secrets are always hidden in the most unlikely places. Those who don't believe in magic will never find it."
- Roald Dahl

FADE TO BLACK.

TITLE: ENCHANTED GROVE

SFX:

<Light, whimsical music plays. Birds chirp peacefully. Leaves rustle in the wind.>

FADE IN:

VIEWER POV: The Camera with eye line of 66" from the ground.

EXT. WOODS - DAY

A vibrant green forest. Mushrooms and miscellaneous flora fill the space. Rays of light break through the trees, illuminating the path.

ABOVE: TREE CANOPY

The leaves and branches twist together, creating a thick canopy above. Small rays of light shine through the cracks.

BELOW: GRASSY PATH

An indent in the grass creates a makeshift path forward.

AT 12 O'CLOCK: A FOX

A small white fox sits on the path. Its tail wags back and forth. It appears friendly and as if it's waiting.

//INTERACTIVITY: The player can move and explore the environment by means of controllers, eye-tracking, and hot spots. The audience can collect objects, i.e., notes.//

AT 3 O'CLOCK: A MAP

A piece of paper sits atop a tree stump.

//INTERACTIVITY: The player can pick up and examine the map.//

IF THE AUDIENCE PICKS UP THE NOTE: A doodled map comes into view. It shows a river and waterfall nearby. Farther along the map, there is a cartoon fox family drawn with a campfire.

MYSTERIOUS VOICE
You look...familiar.

The fox stands up from its sitting position and walks down the path.

IF THE AUDIENCE DOES NOT WALK FORWARD:

MYSTERIOUS VOICE (CONT'D)
Come, child.

The fox continues to trot down the path.

SFX:

<The sound of rushing water is nearby>

AT 11 O'CLOCK: THE WATERFALL:

A giant waterfall gushes into the flowing river below.

AT 1 O'CLOCK: STEPPING STONES:

Giant, smooth rock formations create a makeshift walkway across the river. They don't look natural; they look as if somebody made them.

AT 2 O'CLOCK: THE FOX

The fox sits at the bank of the river, expectantly wagging its tail.

AT 3'CLOCK: FISHING POLE WITH A NOTE.

Leaning against a tree sits a fishing pole with a note taped to it.

//INTERACTIVITY: The player can pick up the note which reads in messy handwriting: "Food for the little guy. And you! - G". They can then take the fishing pole and commence fishing in the river. If they catch a fish, they can feed the fox, which raises its affection level. //

IF THE PLAYER DOES NOT FISH, THEY CAN CONTINUE NAVIGATING AND EXPLORING.

SFX:

<A magical, twinkling noise>

TINY VOICE #1
Hurry up, we're going to be late!

TINY VOICE #2
I'm flying as fast as I can!

Two balls of light fly past the player and move across the river. The fox trots cheerfully after them, hopping over the rocks. It looks back at you, expecting you to do the same.

//INTERACTIVITY: The player must use arm motions to access the jumping animation to cross the rocks.//

IF THE PLAYER DOES NOT CROSS THE ROCKS THEY CAN EXPLORE THE WOODS.

SFX:

<The rushing of the waterfall gets louder>

AT 3 O'CLOCK: A NOTE

Posted to a tree sits another note.

//INTERACTIVITY: The player can pick up the note and read it. The handwriting is scratchy. It reads: "You have to see it to believe it. Love you, kiddo. See you soon. - G"//

The fox walks along the path wrapping around the large mountain beside the waterfall. It follows after the two yellow lights.

TINY VOICE #1
I told you this would happen! But
no, you just had to put on extra
pixie dust this morning.

TINY VOICE #2
I'm sorry! It's just that today is
such a big day and I wanted to look
my best. This is our first ceremony
in forever!

AT 10 O'CLOCK: PATH TO THE WATERFALL

IF THE PLAYER CHOOSES TO GO DOWN THE PATH:

The fox trots down the path on the right side, trying to avoid being splashed by stray water droplets. It continues on the path as it wraps on the underside of the waterfall.

AT 9 O'CLOCK: THE WATERFALL

SFX:

<The waterfall roars next to the player as it crashes into the river below.>

AT 3 O'CLOCK: A WOODEN DOOR

An aged and mossy wooden door is nestled in between the rocks. A large symbol of a tree is engraved into the old wood. A note is taped to the door.

//INTERACTIVITY: The player can pick up the note and read it. It reads in the same messy writing: "Sorry for the mess, make yourself at home. I'll explain everything later." - G"//

//INTERACTIVITY: The player can push the door open with a motion using the controllers.//

IF THE PLAYER DOES NOT OPEN THE DOOR, THEY CAN CONTINUE NAVIGATING AND EXPLORING.

IF THE PLAYER DOES OPEN THE DOOR:

ABOVE: A GLOWING FLOWER

An orange flower sits atop a makeshift candelabra, spilling warm light into the small room.

BELOW: DIRT FLOOR

A tightly packed, dark dirt floor.

AT 12 O'CLOCK: A MESSY DESK

A desk with scattered books and scribbled notes decorates the table.

//INTERACTIVITY: The player can pick up a book and read it. It is a journal from G. The writing is not legible except for one passage that reads: "5th Summer, 18th. Today is the day. I haven't seen them in so long. Can you believe it? Hah! Me, nervous? I hope they like me...oh GODS. I'm going to be lat-."//

AT 3 O'CLOCK: A TWIG BED

A bed made of twigs with a single blanket thrown across it.

AT 5 O'CLOCK: AN EXAMINATION TABLE

Tiny tools and other medicinal items are strewn across the stone table. Tiny items such as mini crutches and a repaired bird's nest sit atop it.

AT 8 O'CLOCK: OVERGROWN PLANTS

A table of wildly overgrown plants. They all appear to be lively and healthy.

THE PLAYER CAN RETURN TO THE ORIGINAL PATH OR CONTINUE TO EXPLORE.

IF THE PLAYER DOES NOT GO DOWN THE WATERFALL PATH OR WHEN THEY RETURN FROM THE WATERFALL:

AT 12 O'CLOCK: A HILL

The sun breaks over a large hill in front of the player.

The two lights dash over the hill. Meanwhile, the fox sits at the top and waits for the player to catch up.

IF THE PLAYER WAITS TOO LONG: The fox gestures its head towards the crest of the hill. It then walks forward and disappears over the hill.

IF THE PLAYERS DOES NOT FOLLOW THEY CAN CONTINUE TO EXPLORE THE WORLD.

EXT: FLOWER FIELD - DAY

Once the player walks over the hill, a massive, luminous flower field comes into view. The flowers emit a soft glow, swaying back and forth gently in the wind. Amongst the flowers is a dug-out seating area.

SFX:

<CHEERS and EXCLAMATIONS sound in front of the player>

AT 12 O'CLOCK: A BRAZIER

In the middle sits a brazier, which glows a soft blue. Little lights sit all around it, including other animals such as bunnies, deer, etc.

AT 2 O'CLOCK: FOX FAMILY

A group of white foxes sit together. They look awfully similar to the fox the player has traveled with.

AT 3 O'CLOCK: THE FOX

The player's fox companion sits beside them, looking up at them.

TINY VOICE #1

There you are! You finally made it!

A golden light comes flying up to the player. Now that it is sitting in view, it appears to be a tiny human with wings. It flies around the player excitedly.

TINY VOICE #1 (CONT'D)

Come on, everyone's been waiting to meet you!

The fairy guides the player down the hill and guides them to a seat. The white fox walks over and sits beside the player.

SFX:

<CHATTER and the crackling BRAZIER fill the space.>

The creatures look at you curiously. Some wave or say hello.

SFX:

<The sound of FOOTSTEPS running over the hill and down to the seating area.>

GRANDPA

Sorry! Sorry! Am I late?

TINY VOICE #1

No. They just arrived.

GRANDPA looks over towards you. A huge smile spreads across his face. His long white beard is mixed with twigs and leaves. He is adorned in a long green robe, mixed with dirt and stains on the cloth.

GRANDPA

You made it! You actually made it!
Ha! Oh, Ahem...

He awkwardly removes a twig and acorn from his beard before returning his gaze to the player.

GRANDPA (CONT'D)

I hope my notes came in handy. I haven't written in quite a while, as you can probably tell. This place can also be a bit tricky to find if you don't look in the right places.

He winks at the player before noticing the fox sitting next to them.

GRANDPA (CONT'D)
 Why thank you for your help, old
 friend.

The fox wags its tail happily, then looks up at the player.
 It looks at the fox family, then back at the player again.

SFX:

*<The sound of the wind blowing through the field. Soft,
 whimsical music comes in.>*

GRANDPA (CONT'D)
 It's okay, I'll take care of them
 from here.

The fox looks at the player for a long moment, blinking
 slowly. It then gets up and walks over to the fox family, who
 appear very happy to have their family member back.

GRANDPA (CONT'D)
 (shouting)
 Now, let's begin, shall we?

SFX:

<The creatures all cheer and jump excitedly.>

AT 7 O'CLOCK: TWO FAIRIES

Two fairies fly in with a carved wooden amulet. The symbol of
 a tree is engraved onto the flat side.

MYSTERIOUS VOICE
 Go on. Stand, child.

The fairy from before motions you to the brazier, where
 Grandpa waits for the player.

GRANDPA
 Now, now. Don't be nervous. The
 forest chose you. Just like it
 chose me all those years ago.

He reaches out his hand expectantly. The fairies arrive with
 the amulet, and drop it into his hand.

AT 12 O'CLOCK: THE BRAZIER

A bright, blue flame burns in a metallic silver dish.

Grandpa walks over to the brazier and holds the amulet over
 it. The brazier burns even brighter.

GRANDPA (CONT'D)
Friends, we gather here today to
witness the rise of a new guardian.

SFX:

<CHEERS and CLAPS from the crowd>

GRANDPA (CONT'D)
One that will be sworn to protect,
defend, and uphold the sanctity of
these woods. To be the forest's
voice.

The brazier gets a gust of power. The amulet now glows an emerald green. Grandpa turns to the player.

GRANDPA (CONT'D)
It is your turn now.

He holds out the amulet to the player.

//INTERACTIVITY: The player can take the amulet.//

IF THE PLAYER DOES NOT TAKE THE AMULET:

GRANDPA (CONT'D)
Go on, child. You have nothing to
fear.

//INTERACTIVITY: The player is prompted to drop the amulet into the brazier.//

IF THE PLAYER DOES NOT DROP THE AMULET:

GRANDPA (CONT'D)
I can do it for you, if you'd
prefer it.

IF THE PLAYER DOES DROP THE AMULET:

The amulet falls into the brazier. It erupts in an emerald flame, its peaks reaching towards the sky. Thousands of small green sparkling lights spread over the gathering. Grandpa outstretches his arms triumphantly.

SFX:

<The fire CRACKLES and ROARS.>

GRANDPA (CONT'D)
Behold, our new guardian!

SFX:

<CHEERS and UPLIFTING MUSIC plays.>

MYSTERIOUS VOICE
Congratulations, guardian. But this
is just the beginning. I will call
when I need you.

SFX:

<A gust of WIND rustles the trees and flowers.>

GRANDPA
So, I have a bit of explaining to
do...

FADE TO BLACK.

END OF CHAPTER 1