Storyboard:

Shot #	Visual	Action or Movement	Camera Movement Directions	AI Notes About Style or Location	Duration
1	The video begins with a clip of Justin dominating his opponents by a mile at a regional competition	Justin's controller is powered and gives him special capabilities	Pan and zoom first onto the characters and then onto the game they're playing	Location: I'm envisioning something like almost a big convention center setting with long tables of gaming controllers and devices set up I was also envisioning a giant projected leaderboard in the front of the room (one of the ones that updates as the players' positions change throughout the competition	Since it's just an intro clip, I don't think it needs to be longer than like 10-15 seconds
2	I think it would be cool to have the next few clips kind of be a video montage of Justin winning the next several competitions	These are just some ideas: First clip: he's handed a medal or trophy Next clip: He stands on top of the podium Next clip: his competitors swarm around him, wanting to know his secret to winning	Montage clips	Style: I think with each clip, we could show Justin's ego growing as he starts viewing himself as "untouchable" and becomes obsessed with the game and winning	Maybe another 10-15 seconds
3	The next clip should show his fans and	(Possible sound effects of	I think it might be powerful to kind of do an	This scene is where we really start to develop the conflict	10-15 seconds?

	competitors starting to get skeptical about his cheating	fans screaming) (or maybe the background music suddenly gets louder and more intense)	angle where it is a top-down close-up view of Justin to make it feel like we are in the crowd that is encroaching on him (the camera angle could add to the idea that he's surrounded by skepticism)		
4	It is announced at the end of the competition that Justin has been using his controller to enhance his capabilities (he is banned from competing in the next competition)	Justin is booed by the crowd as he steps down from the podium and walks out the doors of the competition (this symbolizes him feeling lost) He fears that many of his peers and friends don't respect him anymore	The camera should just follow Justin from behind (maybe a top view is an option to symbolize Justin feeling small and powerless)	Should this clip end with Justin exiting the event center doors, or should it follow him into the street?	15 seconds
5	A new character emerges in the story: One of Justin's friends surprises Justin by forgiving him for cheating and standing by his side when no one else will	Justin's friend approaches Justin, pats him on the back, and then tells Justin to hold out his hand	(not sure yet)	Not sure where the location should be for this scene (his home?)	Longer scene because it greatly develops the story

	(should we create a name for this character, or just leave him as a side character?)	He then hands Justin his own controller, symbolizing that he forgives him and wants him to succeed the right way this time			
6	Justin takes the controller from his friend and smiles. The scene ends with the two of them walking out of frame (there might be a better ending than this; it's just an idea)	This scene shows Justin realizing that the game isn't the only thing that brings him happiness, but that his friends are what make gaming so special	I think on the part where his friend hands him the controller, we could zoom in to only show the controller (adds drama) then we could zoom back out to show Justin's reaction as he accepts the controller	?	The rest of the time left before we hit 90 seconds
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Image Style Variations:

Story idea: Justin uses the controller throughout the tournament, beating everyone due to its enhanced capabilities. He's gotten so good that some people are skeptical. It was found out at the end of the event that he was cheating. Which makes everyone upset with him and causes him to get banned from the event. He's learned a valuable lesson, but he is sad because he believes many of his peers and friends don't respect him anymore. Thankfully, one friend forgives him, and Justin realizes the game isn't the only thing that gives him happiness