

LEVEL UP
Pilot

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COLD OPEN

FADE IN:

EXT. ABANDONED STUDIO - DAY

We see a rundown building with a faded sign reading "Game On!". Jax, a curious and energetic teenager, is exploring the exterior.

JAX
(to himself)
This place is awesome! I can
already imagine the games we could
make here.

CUT TO:

INT. ABANDONED STUDIO - SHORTLY

Jax enters the studio, followed by his friends Luna, Elijah, Maya, and Carlos. They're all excited and a bit awestruck by the old gaming equipment.

LUNA
This place is so cool! I can
already see the art possibilities.

ELIJAH
I'm thinking multiplayer game,
guys. We could make a fortune!

MAYA
I don't know, Elijah. I think a
narrative-driven game would be more
interesting.

CARLOS
I'm with Maya. We need to focus on
storytelling.

JAX
Hey, hey, let's not fight. We can
combine our ideas and make
something amazing.

The group starts brainstorming, but their different visions quickly cause tension.

CUT TO:

INT. ABANDONED STUDIO - MOMENTS LATER

The group is arguing, with Elijah and Luna on one side and Maya and Carlos on the other. Jax tries to mediate, but it's clear that the group is at an impasse.

JAX

Guys, stop! We're not going to agree on everything, but we need to work together.

LUNA

Fine. But I'm not compromising on my art.

ELIJAH

And I'm not backing down on my multiplayer idea.

MAYA

Maybe we can find a way to combine both?

CARLOS

I think I can make it work.

The group starts brainstorming again, this time combining their ideas.

CUT TO:

INT. ABANDONED STUDIO - CONTINUOUSLY

The group presents their game concept to the studio's former owner, who is impressed by their passion and creativity.

OWNER

I like what I see. You kids have potential. But remember, the gaming industry is tough. You'll need to work hard to succeed.

The group nods, eager to take on the challenge.

INT. ABANDONED STUDIO - AFTERNOON

The group is working on their game concept, with Jax typing away on his laptop and Luna sketching out character designs. Elijah is pacing around the room, trying to come up with ideas for the game's multiplayer mode.

ELIJAH

(excitedly)

I've got it! We can have a tournament mode where players can compete against each other!

MAYA

(sceptically)

But how will we balance the gameplay so it's fair for all players?

CARLOS

(thoughtfully)

I think I can work on a system that adjusts the difficulty level based on the player's skill level.

LUNA

(impressed)

That's a great idea, Carlos!

JAX

(typing away on his laptop)

I'm working on the game's storyline. I think we can have a narrative that ties all the different game modes together.

The group continues to work on their game concept, with each member contributing their unique skills and perspectives.

CUT TO:

INT. ABANDONED STUDIO - MOMENTS LATER

The group takes a break and sits down to eat some snacks. Elijah pulls out his phone and starts scrolling through social media.

ELIJAH

(excitedly)

Guys, I just saw a post from a gaming influencer who's looking for new games to play. We should reach out to him and see if he's interested in playing our game!

MAYA
(sceptically)
But our game isn't even finished yet. Are we ready for that kind of exposure?

CARLOS
(thoughtfully)
I think it could be a good opportunity for us to get feedback and generate buzz around our game.

LUNA
(excitedly)
And it could be a great way to get our game in front of a wider audience!

JAX
(cautiously)
Let's be careful, guys. We don't want to overpromise and under deliver.

The group discusses the pros and cons of reaching out to the gaming influencer.

CUT TO:

INT. ABANDONED STUDIO - SHORTLY

The group decides to reach out to the gaming influencer and sends him a message. They wait anxiously for a response. The gaming influencer responds and agrees to play their game. The group is thrilled and starts making plans for the influencer's visit.

INT. ABANDONED STUDIO - CONTINUOUSLY

The gaming influencer, a charismatic and energetic guy named Tyler, arrives at the studio. The group is nervous but excited to show him their game.

TYLER
(impressed)
Wow, this is a really cool studio you guys have set up. I love the vibe.

JAX
(nervously)
Thanks, Tyler.
(MORE)

JAX (CONT'D)

We're really passionate about our game and we're excited to show it to you.

Tyler plays the game and provides feedback, which the group listens to intently.

TYLER

(honestly)

I love the concept, but I think you guys need to work on the gameplay mechanics. It's a bit clunky in some places.

MAYA

(thoughtfully)

We were worried about that. Do you have any suggestions on how we can improve it?

TYLER

(helpfully)

Actually, I think I can help you guys with that. Let me show you some ideas I have.

Tyler starts brainstorming with the group, providing valuable feedback and suggestions.

CUT TO:

INT. ABANDONED STUDIO - LATER THAT DAY

The group is working on implementing Tyler's suggestions, with Jax typing away on his laptop and Luna sketching out new character designs. Elijah is testing the game, trying to break it.

ELIJAH

(excitedly)

Guys, I think we're getting close! The gameplay is starting to feel really smooth.

MAYA

(smiling)

I know, right? I'm so proud of us for listening to Tyler's feedback and making changes.

CARLOS

(thoughtfully)

I think we're learning a valuable lesson here. Sometimes, it's okay to ask for help and take feedback from others.

LUNA

(smiling)

And sometimes, it's okay to take risks and try new things.

The group continues to work on their game, with a newfound sense of confidence and collaboration. The group is working on finalizing their game, with Jax typing away on his laptop and Luna sketching out new character designs. Elijah is testing the game, trying to break it.

ELIJAH

(excitedly)

Guys, I think we're done! The game is finally finished!

MAYA

(smiling)

That's amazing! I'm so proud of us for working together and creating something we can be proud of.

CARLOS

(thoughtfully)

I think we should have a launch party to celebrate. Invite some friends and family to come and play the game.

LUNA

(excitedly)

That sounds like so much fun! I'll start working on some decorations and invitations.

JAX

(typing away on his laptop)

I'll set up the game on a few computers so people can play it.

The group starts making plans for the launch party.

CUT TO:

INT. ABANDONED STUDIO - DAY

The launch party is in full swing, with friends and family playing the game and having a great time. The group is beaming with pride as they watch their game bring joy to others. As the party winds down, the group gathers to discuss their next steps.

JAX

(excitedly)

We did it, guys! We created a game that people love!

MAYA

(smiling)

And we couldn't have done it without each other.

CARLOS

(thoughtfully)

We make a great team. We should keep working together to create more games.

LUNA

(excitedly)

I have an idea for our next game! Let's start brainstorming!

The group starts brainstorming and coming up with new ideas for their next game.

INT. ABANDONED STUDIO - SHORTLY

The group is brainstorming and coming up with new ideas for their next game. Elijah is pacing around the room, tossing out ideas left and right.

ELIJAH

(excitedly)

We could do a game about a group of friends who have to work together to solve puzzles and defeat enemies!

MAYA

(skeptically)

I don't know, Elijah. That sounds like a lot of work.

CARLOS
(thoughtfully)
Actually, I think it's a great idea. We could use some of the same mechanics as our previous game, and just focus on building a new story.

LUNA
(excitedly)
And we could have a variety of characters with different abilities and strengths!

JAX
(typing away on his laptop)
I like it. I'll start working on some concept art.

The group continues to brainstorm and build on their idea.

CUT TO:

INT. ABANDONED STUDIO - MOMENTS LATER

The group is working on their new game, with Jax creating concept art and Luna designing characters. Elijah is writing the story and Maya is working on the game's mechanics.

MAYA
(frustrated)
I'm having some trouble with the game's physics engine. It's not working the way I want it to.

CARLOS
(helpfully)
Let me take a look. I've worked with physics engines before.

Carlos takes a look at Maya's code and starts making adjustments.

CUT TO:

INT. ABANDONED STUDIO - CONTINUOUSLY

The group is testing their new game, with Elijah playing the game and providing feedback.

ELIJAH
(excitedly)
This is so much fun! The game is
really coming together!

LUNA
(smiling)
I'm glad you like it. I've been
working hard on the character
designs.

JAX
(typing away on his
laptop)
I'm almost done with the level
design. Just a few more tweaks and
we'll be ready to show it off.

The group continues to work on their game, making adjustments
and tweaks as they go.

CUT TO:

INT. ABANDONED STUDIO - LATER THAT DAY

The group is finally finished with their game, and they're
all gathered around the computer to test it out.

MAYA
(excitedly)
Okay, let's do it! Let's play the
game from start to finish and see
how it holds up.

The group starts playing the game, and they're all having a
great time.

INT. ABANDONED STUDIO - SHORTLY

The group is still playing their game, and they're all having
a great time. Suddenly, Carlos's phone rings.

CARLOS
(answering phone)
Hello?

VOICE ON PHONE
(over phone)
Hi, Carlos. This is Tyler, the
gaming influencer. I just wanted to
check in and see how your game is
coming along.

CARLOS
(excitedly)
Tyler! We're actually just finishing up the game right now. We'd love for you to come by and check it out.

TYLER
(over phone)
That sounds great! I'll be right there.

Carlos hangs up the phone and turns to the group.

CARLOS
(excitedly)
Guys, Tyler is coming over to check out our game!

The group starts to get excited and nervous.

CUT TO:

INT. ABANDONED STUDIO - LATER

Tyler arrives at the studio and is greeted by the group.

TYLER
(impressed)
Wow, this is a great studio you guys have set up. I love the vibe.

The group shows Tyler their game, and he's impressed.

TYLER (CONT'D)
(impressed)
This is a really great game! I love the mechanics and the story.

The group is thrilled that Tyler likes their game.

CUT TO:

INT. ABANDONED STUDIO - DUSK

Tyler is playing the game and providing feedback.

TYLER
(helpfully)
I think you guys are onto something here. This game has a lot of potential.

The group is thrilled to hear Tyler's feedback and they start to brainstorm ways to improve the game.

INT. ABANDONED STUDIO - DAY

The group is brainstorming ways to improve the game, with Tyler providing feedback and suggestions.

TYLER

(helpfully)

I think you guys should add more levels to the game. And maybe some power-ups to make it more challenging.

ELIJAH

(excitedly)

That's a great idea! We could have a level where the players have to navigate through a maze.

MAYA

(thoughtfully)

And we could have a power-up that gives the players a temporary shield.

CARLOS

(typing away on his laptop)

I'll start working on the new levels and power-ups.

LUNA

(sketching on her notepad)

I'll start designing some new characters and enemies for the game.

JAX

(typing away on his laptop)

I'll start working on the game's UI and make sure everything is user-friendly.

The group continues to work on the game, with Tyler providing guidance and feedback.

CUT TO:

INT. ABANDONED STUDIO - LATER

The group is taking a break and eating some snacks. Tyler is chatting with them about the game industry.

TYLER

(admiringly)

You guys are doing great work. But you have to be prepared for the competition. The game industry is tough.

MAYA

(determined)

We're not going to give up. We're going to make this game a success.

ELIJAH

(confidently)

We've got this. We're a team.

The group nods in agreement and continues to work on the game.

CUT TO:

INT. ABANDONED STUDIO - LATER

The group is working on the game, with Carlos typing away on his laptop and Luna sketching on her notepad. Elijah is testing the game and providing feedback.

ELIJAH

(excitedly)

This is it! This is the final version of the game!

MAYA

(smiling)

I'm so proud of us. We did it.

CARLOS

(typing away on his
laptop)

I'm just going to make a few final tweaks and then we're done.

LUNA

(sketching on her notepad)

I'll just add some final touches to the characters.

JAX
(typing away on his
laptop)
I'll just make sure everything is
working smoothly.

The group continues to work on the game, making final adjustments and tweaks.

INT. ABANDONED STUDIO - DAY

The group is finally finished with the game. They're all gathered around the computer, looking at the final product.

ELIJAH
(proudly)
We did it! We finally finished the
game!

MAYA
(smiling)
I'm so proud of us. We worked so
hard on this game.

CARLOS
(typing away on his
laptop)
I'm just going to upload the game
to the app store.

LUNA
(smiling)
I'm going to share the game with my
friends.

JAX
(smiling)
I'm going to share the game with my
family.

The group continues to share the game with their friends and family.

CUT TO:

INT. APP STORE - DAY

The game is now available on the app store.

CUT TO:

INT. APP STORE - LATER

The game is now a huge success.

INT. ABANDONED STUDIO - DAY

The group is celebrating the success of their game. They're all laughing and high-fiving each other.

ELIJAH
(excitedly)
We did it! We actually did it!

MAYA
(smiling)
I'm so proud of us. We worked so hard on this game.

CARLOS
(typing away on his laptop)
I'm just going to check the game's stats and see how it's doing.

LUNA
(sketching on her notepad)
I'm going to start working on some new ideas for our next game.

JAX
(smiling)
I'm just going to take a break and enjoy the moment.

The group continues to celebrate and enjoy their success.

FADE OUT.

END OF EPISODE