

THE CAVERN PITCHING DOCUMENT

NOTE TO READER: This was a joint university project between fellow writers Zoe Toplis, Franklin Webb, Elliott Gillatt and Dean Barker and myself, Daniel Hopson.

Working Title

"The Cavern"

Genre(s)

A psychological sci-fi drama

Length / Format

TV. 5 episodes. 30 minutes in length. Precinct serial drama. Platforms such as SKY ATLANTIC would be most fitting for a show profiling such an audience (see below), for the cinematic visual experience the platform is known for, as well as the content produced targeting a similar audience. On top of this, a possible alternative platform could be NETFLIX due to the huge variety of audiences using the platform and the wide array of content offered.

Target Audience

Inclusiveness of Science Fiction themes and technology invokes an intellectual or surreal response from a mixture of those who work closely with technology and those who interpret the difference to be worlds away at the far end of the demographic. Essentially this is due to relatability for those in jobs regarding intelligent demand, whereas those in low grade job roles experience an abnormality. Combined with the entertainment factor of action, a wide appeal can confidently be categorized within the ranges of A-D within the demographic chart.

Log Line

A group of explorers become stuck in an underground city with mercenaries who intend to keep them down there.

Tag Line

Will they ever escape?

Moral / Message

Hope and escape; while the odds are against the protagonist's to escape, if they hope they will be able to escape this chaos.

Series Synopsis

Now stuck inside an underground city, a group of individuals search for a way out. Scarred and left with no memory after an unknown freak accident, they must navigate not only numerous and dangerous caves to find answers, but also come up against a new foe, a group of mercenaries intent on keeping them trapped below with an explanation that world above them is desolate and destroyed. Will these individuals able to conquer their surroundings, or will the trauma of their pasts hinder any progress they could make?

Episode One Overview

In the near future, two groups of explorers are seemingly trapped within an ancient underground city, one with no memory of who they were, the Originals, and the other, the Uncharted, suggesting the surface world is now desolate. With some kind of strange creature threatening their existence and getting closer and closer to the encampment, tensions rise as the Originals wish to escape, whilst the Uncharted want to forcefully keep them down there. In all this commotion, Elaine, an anxious woman who has been troubled with hallucinations since her arrival some three years ago, wanders off. Her friends, Naomi and Jose notice her absence and try to find her, not noticing they're being followed by one of the Uncharted Group. Meanwhile, Gavin, a former physicist, is working on a piece of unknown technology.

Visual Realisation / Important Images

Underground Cavern. Cave rooms. Damp. Darkness. Ancient city. People in rags. People in Uncharted uniforms. A huge monster. Fear. Animal bones scattered. Little food or water to around.

Statement of Intent

This is an engaging story about a group of explorers who are trapped under the control of the Uncharted Group; it will emotional push the audience to consider 'what if I were in that scenario? What would I do?'

Audience Appeal

An emotional compelling and exciting. Audiences who loved the *Lost* (2004-2010) series will enjoy this series.

Character Bios

NAOMI ATIENZA (38) - the protagonist, determined, the Caregiver, but fears mistakes.

JOSE MIGUEL (35) - the Love Interest, hard worker, and needs to feel accepted by others.

GAVIN BROOKES, (37) - Trickster, a physicist, witty, and a great problem solver.

ELAINE FARMER (29) - the Mentor, a linguist, positive but insecure.

LOCKJAW SNAPZ (39) - antagonist, leader of the Unchartered Group, and violet.

JORDAN SPEARHEAD (42) - Smart and Lockjaw's right-hand man.