

TIME CLASH

by
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A Serialized Single-Camera Comedy for Streaming

Defining Principle:

Though different people often have very different beliefs, we all must fight for the beliefs that hold a society together.

Logline:

Extremely different individuals from the past, present, and future must find a way to work together to save the universe from evil creatures in present-day Phoenix, Arizona.

Arenas:

The Time Machine building; a college campus.

Franchise:

The protagonists form a team that must defend the universe from evil creatures.

Concept Paragraph:

Mike, a college student, is mistaken for a member of a team of people from the past, present, and future which has been formed to fight evil creatures from outside of time. These creatures are trying to destroy all of space-time starting with Phoenix, Arizona in 2020. Mike meets Henry, a medieval knight from 1100 A.D., Arazbija, an inventor from 1500 A.D., Frank, a cowboy from 1870 A.D., Elliot, a secret agent from 2020 A.D., Kedric, a nano-bot vampire from 2170 A.D., Crystal, a superhero from 2540 A.D., and Septa, a space pilot from 3090 A.D. A fellow college student and internet celebrity also from 2020 A.D., Julie, also ends up getting roped into the team. Each of these people is extraordinarily different, so this team is highly dysfunctional. They must find a way to work together (including dealing with interpersonal drama and love triangles) – or else the entire universe may be destroyed.

Tone and What This Show Is:

This show is a light single-camera comedy. The humor is often very random – but the defining principle holds the show together. The tone should be light, funny, and fantastical. The audience should feel like they are hanging out with friends while watching the show's characters. This show is very character-centric. The plot should be in the background, with the characters and their interpersonal conflicts in the foreground. The A story will be driven by the team fighting the creatures, but it should mostly be about showcasing the characters interacting with each other. The B story will be driven by an interpersonal conflict. The show may even abandon logic at times to further the characters and the humor. The show should never be self-contradicting or have plot holes – but the story world is full of silly characters and

its rules can bend to suit the purposes of the story. The logic may be similar to the logic in *Phineas and Ferb* – (a delivery man asks a 9-year-old, “Aren’t you a little young to be building a rollercoaster?” and he replies “Yes, yes I am.” – and that’s that.) Almost every scene should be humorous in some way. However, the characters should have genuine emotional moments throughout the show.

Visual Style:

The visual style should use a classic “invisible” Hollywood style during conversations and most comedic moments, to let the characters speak for themselves. However, visual comedy should definitely feature in the show.

The fight sequences especially should be slick and thrilling. The camera should be smooth and majestic – and should stay far enough from the action that the audience can clearly see what is going on. No shaky cam here. Far more like *The Matrix* than *The Bourne Supremacy*.

Audio Style:

The soundtrack should be exciting and action-packed – similar to the theme songs of children’s superhero shows. There should be one main theme, but each character should have their own unique music style that reflects their time period and the “genre” their type of character would usually be in. The music may halt abruptly to emphasize a comedic moment. The music should sync to the visuals of the action whenever there is a chase or a battle. Above all, the music should give off a sense of fun.

The sound design will have a lot of sci-fi type sounds – but the sound effects from different times will sometimes clash in an interesting way. For example, Henry having a sword fight next to a traffic jam. Many sound effects should be rhythmic, and set up to work with comedic timing.

Songs That Fit This Show:

“(It’s Gonna Be) Okay” – The Piano Guys

https://music.youtube.com/watch?v=CaA_fnW1la0

“Something Just Like This” – The Chainsmokers & Coldplay

https://music.youtube.com/watch?v=owTWCbq_nSk

“Gotta Get Back in Time” – Matt Bissonette

<https://music.youtube.com/watch?v=HlySEkfnNic>

Characters:

Future:

1. Septa, the space pilot - Loner, Mean, Lawless, Honest, Proudful (know-it-all; cocky)
2. Kedric, the nano-bot vampire - Lonely, Pessimistic, Always Serious, Very Lax, Awkward Speech
3. Crystal, the superhero - Optimist, Extrovert, Nice, Humble, Scrupulous - Best friends with Inventor

Present:

1. Mike, the college student - Everyman, Joking, Sceptic, Clumsy, a Great Leader
2. Julie, the wealthy internet-celebrity - Manipulative, Liar, Sophisticated, Flirty, Very Rich, Tech-Obsessed, Speaks Internet Slanguage
3. Elliot, the secret agent – Dumb, Kind-Hearted, Coordinated, Braggart (with no sense of secrecy), Smooth as jazz, things often just happen to go right for him

Past:

1. Henry, the medieval knight - Faithful, Brave, Rational, Strictly rule abiding, Team Player - he always criticizes stuff that doesn't make sense
2. Arazbija, the inventor from the Industrial Revolution - Introvert, Intelligent, Self-Deprecatory, Quirky and Wacky, Feelings-Based rationalizing, Cowardly - Best friends with Crystal, often in her own world, Awkward, fascinated by modern technology
3. Frank, the cowboy - Sloppy (Unsophisticated), Superstitious, Impervious to flirting, very Poor, Eloquent, (Usually) Meaningless and Endless Philosophizing

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The Time Traveler – a nameless figure of mystery, and the one who brings all our heroes together

Pilot Character Bios:

Mike – the College Student:

Everyman, Joking, Sceptic, Clumsy, a Great Leader

He is driven by a desire to be cool, but he has grown comfortable with his personality and found his own form of coolness – which happens to be something many think is lame.

He knows he not actually cool, but if someone came out and said it seriously, he would feel terrible.

He loves joking and finding the comedy in every situation, even many situations where comedy is inappropriate. He uses comedy to critique the world and point out its foibles and flaws.

He has a certain element of PRIDE to him. He sees himself as above others and the world, in a way. This is his defense mechanism against the bullying he experienced when he was little for being weird and uncool. Thus, he looks down on others sometimes in how he points out their flaws for comedic effect. It's mostly harmless and subtle, but this can make him even prejudiced and mean sometimes. He doesn't mind making fun of people who are far removed from him – he doesn't see how it could hurt.

A lot more than he looks down on people, he looks down on ideas – ones he considers to be stupid or below him. He didn't come up with his strong opinions on these ideas by careful thought and consideration, but through subconsciously assimilating the opinions of people he respected.

He is clumsy, and often gets himself into trouble by his antics. But this never makes him feel bad. He just pulls himself back up and keeps going.

He is about to discover that, however unlikely it might seem to others, he is a great leader. He can give accurate direction quickly, and his comedic detachment from reality can give him a clear head in stressful situations.

He is also DILIGENT; a hard worker who gets the job done well.

However, he tries too hard to please others, which can sometimes lead to lying to make them think well of him.

One of the worst things that could happen to him is for people to criticize his clumsiness and lack of coolness openly. If this is done in a minor way, though, he might fire back with a more insulting joke about the other person than usual.

His spirits are often high. He sees life in a juvenile way a lot of the time.

What does he want out of life?

He wants to feel VALUED by others.

What prevents him from getting it?

He is unwilling to change who he is in any way – or else he would feel like he is betraying his most fundamental value, which helped him get through bullying – “be yourself”. This is a good thing when it comes to his personality, even though his strange personality makes it much harder for him to connect with others and be valued by them, but a bad thing when he needs to sacrifice for others. He is willing to sacrifice for others when he feels guilty, but he is unwilling to bend at all for others when he feels it would prevent him from “being himself”. Also, when it comes to his habitual vices, like his temptation to pride, he will usually not see these vices as vices at all, but just part of him “being himself” – and anyone who challenges them he sees as challenging his identity and lashes out at them for it.

He's afraid of really connecting with others because he thinks they might make him into something he's not.

His contradiction:

He secretly longs to be valued by others, but he says he doesn't care what anyone thinks.

Henry – the Medieval Knight

Faithful, Brave, Rational, Strictly rule abiding, Team Player - he always criticizes stuff that doesn't make sense

He is driven by his code of honor, which is essentially the moral code of the Catholic Church.

He strives to do everything for the glory of God – but as a warrior, he sometimes finds himself doing things for his own glory.

His training in battle extends to all aspects of his life – that the best way to get things done is with a coordinated team.

As a noble, he has been well trained in logical thinking and is quick to criticize any lapse in logic.

His main vice is VAINGLORY or VANITY – on the one hand, he seeks glory for the right things, but he sometimes can seek glory from other people instead of from God. For example, he may be tempted to show off his prowess in combat if a woman he likes is nearby so that she will praise him.

He is tempted to Vainglory in discussion as well – he may be unwilling to consider that other people's ideas may be more valuable than his own, being too attached to his own opinion, and may argue with the intention to prove himself right, instead of to get to the truth.

He is absolutely comfortable risking his life for a good cause. His Christianity and his bravery push him to self-sacrifice, and even his vice of vainglory also pushes him to self-sacrifice, although for the wrong reasons.

He is very GENEROUS in all aspects of this life.

Sometimes, however, he thinks so much of others and so little about himself that he can forget to take care of himself. He has been known to pass out after forgetting to eat or drink anything for far too long.

He has no problem bowing to others and being led by others – in fact, this strengthens him. He is led by God most of all. He is also strengthened by strictly following the rules – moral law above all, and civil law secondarily.

What does he want out of life?

He wants above all to get to the end of his life and hear God tell him, "Well done."

In this life, what that means is that he wants to HOLD ON TO HIS INTEGRITY at all costs.

What prevents him from getting it?

He usually does keep his integrity, but it is a daily battle to stay that way. Every day, temptations, especially to Vainglory, arise, and he must fight internally to not give in to them.

His contradiction:

He thrives off of obedience, but finds intellectual humility difficult.

Kedric – the Nano-bot Vampire

Lonely, Pessimistic, Always Serious, Very Lax, Awkward Speech

He has been beaten down by a life of suffering as a nano-bot vampire and a lesser member of society, so that he doesn't expect much else out of life. He craves human connection, so whenever someone is kind to him, he grows very fond of them.

However, he doesn't have too low of an opinion of himself. Neither does he think too highly of himself. He is very HUMBLE – right in the middle.

He has developed a very weak will, and has trouble making himself understood and asserting himself enough. People often talk over him without realizing it.

He's had to fend for himself in a semi-apocalyptic future, so he is excellent at fighting with his fists and whatever he can get his hands on. His vampire infection gives him superhuman strength – and when he turns into a full-on vampire he grows claws and vampire fangs and becomes even more strong.

His main vices are SLOTH and DESPAIR – he can be pessimistic and is prone to giving up when things seem hopeless. He can have trouble working up the motivation to start on tasks he finds difficult.

He also often secretly harbors envy for others who have better lives than him – he buries this deep down, but he doesn't let go of it.

What does he want out of life?

He wants strong social connections.

What prevents him from getting it?

His fear of social interaction.

His contradiction:

He dreads being alone – yet he dreads difficult social interactions too.

Julie – the Wealthy Internet-Celebrity

Manipulative, Liar, Sophisticated, Flirty, Very Rich, Tech-Obsessed, Speaks Internet Slang

Julie, born into a wealthy family, became a YouTube star in her teens. Since then she's been rich and semi-famous. She has millions of followers from all around the world – but not enough to be treated like a celebrity in her daily life.

She has become famous mainly from vlogging (video-blogging) about her life. This has made her pretty self-important.

Her main vice is far TOO MUCH FOCUS ON ROMANCE. She places finding the right man so far above any of her other goals that it often gets her into trouble, and she neglects many things that are more important.

She is also very wasteful – she's always had all the money she could ever need, so she has no concept of its value. She spends lots of money on things she doesn't need, and gives it away far too gratuitously.

However, she is very slow to anger. She often keeps a cool head when people annoy her or when some injustice is happening.

What does she want out of life?

Above all, she wants a fairytale romance.

What prevents her from getting it?

She is afraid something – anything – will go wrong; and by refusing to accept anything less than perfect with romance she rules out the possibility of anything good.

Her contradiction:

Romance consumes her life – but she is afraid to make even the smallest direct moves towards her crush.

Arazbija – the Inventor

Introvert, Intelligent, Self-Deprecatory, Quirky and Wacky, Feelings-Based rationalizing, Cowardly

Arazbija is an incredibly intelligent inventor from the Industrial Revolution. She is so intelligent that she will adapt very quickly to the technology of 2020.

Her greatest fear is COWARDICE. She has a lot of trouble in social situations. She doesn't talk much. She is often frightened whenever the world around her is unfamiliar.

However, she is at home in a workshop, surrounded by different mechanical odds and ends. She gets intensely absorbed in her work – so much so that she forgets everything else. She can definitely be a workaholic.

She often surprises others by speaking up with great HOPE in dark situations. She has an outlook on the world that is entirely realistic – certainly not blind optimism – but also always sees the positives and potential good that can come out of an bad situation.

Septa – the Space Pilot

Loner, Mean, Lawless, Honest, Prideful

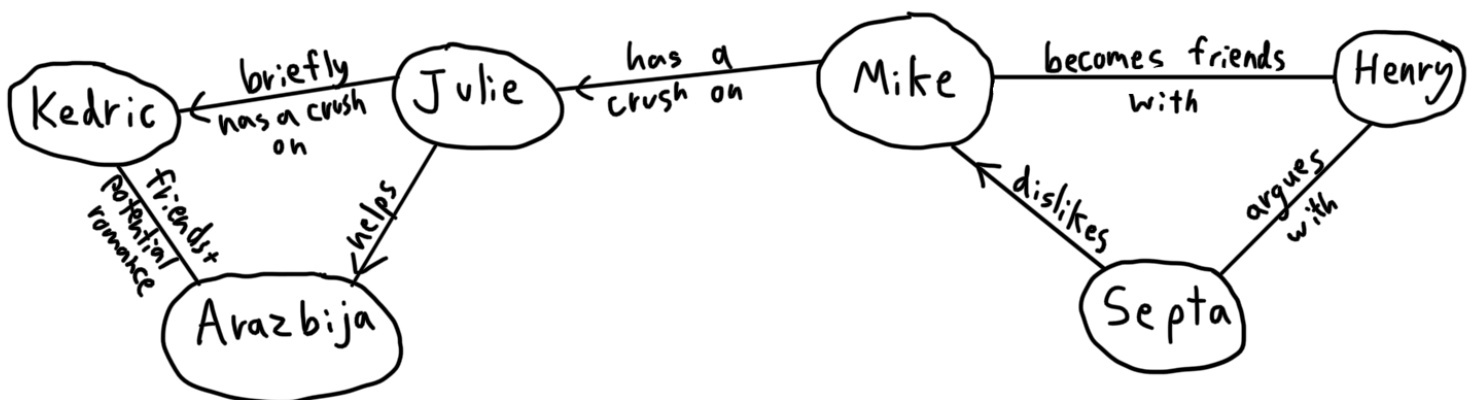
Septa is a Space Pilot from the far future. She has lived in a war-torn world where she always had to be ready to fight for her life.

She has a nihilistic worldview and always puts herself first. Her main vice is AVARICE. She is always wanting more and more money and material things, and has no qualms about breaking the law to get them.

However, she is always very truthful. She holds truth in high esteem, and hates liars.

Her honesty about herself to herself has led her into self-loathing. She sees that she is doing bad things, but can't find a reason to stop. She keeps this side of herself buried deep.

Character Map



Potential Episode 2 Concept:

A – After the newcomers get acquainted with the current team, Mike has to lead Henry and Crystal in an investigation into whether his teacher is secretly a leader of the evil creatures. Julie, who secretly has a major crush on Mike, tries to become friends with him – but Julie hanging out with Mike impedes his investigation, since he also has to try to hide his involvement with the team from her.

B – Elliot is given the task that the rest of team is supposed to be doing, but he forgets it. So Elliot, Frank, Arazbija, and Kedric play icebreakers and party games. (Septa refuses to join them).