

Professor Elise Kermani - Media Arts - Module 4 - Week 10
Media Arts Project - Final Shooting Script
Spyro 3: Year of the Dragon - Video Game Let's Play

By

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Spyro 3: Year of the Dragon
Video Game - PlayStation 1

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FADE IN:

INT. SHAUN'S (MY) BEDROOM - AFTERNOON

SHAUN NICHOLSON (ME), 22, Video Game Nerd and Gamer, walks into his video game domain.

I get my video gaming setup up and ready to use. I place my iPhone and my iPhone tripod on my miniature table. I get my PlayStation 1 video game console ready along with my controller. I place my controller on my table, and I sit on my chair to get comfortable and ready to begin my video game recording and experience.

CUT TO:

I turn my Television on, and I change the channel to the "VIDEO" screen. I plug my PlayStation 1 video game console into the wall. I take out my Spyro 3: Year of the Dragon video game case out of my collection. I admire the front, back, and inside artwork and content inside of the case. I take the CD out of the case, close the case and place it back with my PlayStation 1 video game collection. I open my PlayStation 1 video game console and place the Spyro 3: Year of the Dragon video game inside of it. I place my memory card inside of the memory card holder in the video game console. I hit the power button and turn the console on. The game starts to play. The experience, recording, adventure, and video game "Let's Play" is about to begin...

CUT TO:

MASTER:

INT. PLAYSTATION ONE - TELEVISION SCREEN - AFTERNOON

I get ready to provide my first commentary of the project as the video game starts to load and play from the video game console to the Television. I am off-screen during the recording of my Television and my Video Game "Let's Play" of Spyro 3: Year of the Dragon.

MEDIUM:

SHAUN

Hello guys! Welcome to my Media Arts Final Project! This is my Spyro 3: Year of the Dragon Video Game Let's Play for the PlayStation One! This will be Part 1, where I will go through the storyline and

(MORE)

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SHAUN (cont'd)
introduction of Spyro 3: Year of
the Dragon. I will also be
completing the first Homeworld of
the game, Sunrise Spring, 100% by
gathering all of the gems and eggs.

MY PLAYSTATION ONE CONSOLE'S SOUND EFFECTS PLAY AS THE
CONTENT APPEARS ON THE TELEVISION SCREEN.

The video game goes through the SONY Computer Entertainment
America (SCEA) Presentation screen, the video game (Spyro 3:
Year of the Dragon) title and the developer content
(Insomniac Games). The video game then goes to the title
screen.

THE TITLE SCREEN SOUND EFFECTS AND THE TITLE SCREEN MUSIC
SOUNDS PLAY. SPYRO ENTERS THE SCREEN BY CHARGE ATTACKING A
NINJA TRYING TO STEAL AN EGG. THE EGG DROPS AND THE TITLE OF
THE VIDEO GAME IS DISPLAYED.

I choose my save file and choose my save icon for when I
save my game after completing progress. The adventure is
beginning as the video game starts up, and the
introductory/storyline cutscenes begin to play.

SHAUN
An Evil Plot Unfolds.

The first cutscene "An Evil Plot Unfolds" plays. This
cutscene describes the storyline and plot of the game, while
also showing one of the antagonists.

SHAUN
A Powerful Villain Emerges.

I see the first conversation, which is the second cutscene
"A Powerful Villain Emerges" with the major
antagonist/villain of the game (The Sorceress) and her
student Bianca, who is also a minor antagonist.

SHAUN
A Desperate Rescue Begins.

The third cutscene "A Desperate Rescue Begins" describes the
video game's goals. Spyro and Hunter venture into the
forgotten worlds (The video game levels and Homeworlds) to
rescue all of the dragon eggs. The other main goals are to
collect all of the gems, and to defeat the Sorceress. Since
I am playing to complete the game 117% (The absolute
completion percentage in the game) another goal is to also
collect all of the skill points.

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SHAUN

The Adventure Begins. Now the fun
can start! Here we go guys!

The game begins for real with the "The Adventure Begins"
cutscene.

INT. SUNRISE SPRING HOMEWORLD - SUNRISE - MORNING

MEDIUM:

SUNRISE SPRING HOMEWORLD MUSIC PLAYS.

I enter the Homeworld, Sunrise Spring. I am now able to control Spyro the Dragon, the main character. Spyro is technically me now, and vise versa. We both are playing the video game and we experience the same content, goals and accomplishments in the game.

Spyro and I collect the first gems of the game, and get ready to rescue the first dragon egg in the game. The first dragon egg is located by the stream in Sunrise Spring.

SHAUN

Dragon egg #1 is rescued. Isabelle
is our first baby dragon.

Spyro and I rescue the first dragon egg and continue through the first Homeworld.

Spyro and I have our first confrontation with Bianca, the minor antagonist and helper for the Sorceress, the main antagonist. The dialogue is read from Bianca's character, which is a warning to stay away from the dragon eggs and leave, and then she disappears.

Spyro and I meet Moneybags shortly afterward. He is an ally of Spyro, but also a gem-greedy bear that requires gems from Spyro in order for us to progress through the game and unlock content (characters, routes, etc.) He requires 300 gems to unlock Sheila the Kangaroo, another unlockable and playable character.

After Spyro and I collect more gems, we meet up with Hunter. Hunter is Spyro's best friend, sidekick and partner. Hunter and Spyro have a conversation that teaches Spyro how to glide in order to reach a level and a cave.

After Spyro learns to glide, he reaches Hunter inside the cave and Hunter gives Spyro his second dragon egg.

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SHAUN

Dragon egg #2 is rescued. Coltrane
is our second baby dragon.

We then meet Zoe, who shows Spyro a super-fly power-up in the cave. It is required to reach the third dragon egg. Spyro gathers all of the gems out of the cave and then uses the super-fly power-up. Spyro flies through the cave and reaches the third dragon egg before the power-up runs out of use.

SHAUN

Dragon egg #3 is rescued. Ami is
our third baby dragon.

Spyro exits the cave and collects more gems. He then runs into a character from a portal that is inactive because the Sorceress sealed it off with her magic. The character Rocky, has a conversation with Spyro talking about that his Molten Crater portal needs more Dragon eggs in order to function. Spyro needs at least 10 eggs, so he can not access that portal yet.

Spyro and I find a rock behind Molten Crater's inactive portal. Spyro knows how to headbash from previous games, and he can headbash the rock to get to the dragon egg inside. Spyro headbashes the rock and the dragon egg flies out.

SHAUN

Dragon egg #4 is rescued. Liam is
our fourth baby dragon.

After we rescue the fourth dragon egg, there is only one more left. Spyro gathers and collects all of the gems around Molten Crater's inactive portal, and progresses through the Homeworld.

He runs into Hunter again, who this time teaches him how to dive and swim. Spyro needs to dive underwater in order to get more gems and the last egg.

Spyro firstly meets another character, Snappy the Seal. Snappy is a character found in his portal, Seashell Shore. Snappy's portal is also inactive due to the Sorceress's magic that seals it shut. Spyro needs at least 14 dragon eggs to access it, so he has to skip it and progress through the Homeworld.

Spyro dives underwater and swims around. He collects all of the gems in the area, and finds the fifth and last dragon egg.

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SHAUN

Dragon egg #5 is rescued. Bruce is our fifth dragon egg. That makes all five of the dragon eggs that are rescued in Sunrise Spring Homeworld. Now we just have to collect the rest of the gems to complete the first level and Homeworld 100%.

Spyro and I swim to the other side of the water, and reach more gems. We collect the gems and they lead us to another inactive portal, which is a speedway level called Mushroom Speedway. Spyro needs at least 20 dragon eggs to break the Sorceress's seal on the portal, so he moves onto the last area of the level.

Spyro glides over to the main chamber of the Homeworld. Spyro finds a sign that has Sparx's picture of it. Sparx is Spyro's health meter and companion that follows him everywhere throughout the game. The picture of Sparx leads Sparx to one of his unique levels, but Spyro needs to defeat the Homeworld boss before Sparx can travel to the level.

Spyro heads into the main chamber. He finds a hot air balloon that is stuck in the ceiling. He needs to aid all of the characters in the levels of the Homeworld, and they need to go through the end portals of the levels. After that, they enter the main chamber and help get the hot air balloon for Spyro so that he can travel to new lands, with more levels and other Homeworlds.

Spyro collects the remaining gems inside the Homeworld. All 400 of 400 gems are now collected. The 400/400 gem counter appears in the center of the screen, along with the "Level Complete" picture.

SHAUN

There we go guys! All of the gems and all of the dragon eggs are gathered. Sunrise Spring Homeworld is now completed 100%! This concludes Part 1 of our Spyro 3: Year of the Dragon Let's Play! Thanks for watching!

FADE SOUND AND PICTURE OUT.

THE END

CREDITS