

STUDIO COVERAGE

Coverage for: Tracking Board

Title: Private
Writer(s): Private
Draft Date: N/A
Pages: 104

Genre: Family | Fantasy | Comedy
Period: Present
Setting: A city in a comic book
Locale: Any metropolitan area
Budget: High

Story: Very Good
Structure/Pacing: Excellent
Dialog: Very Good
Writing Style: Very Good
Commercial: Excellent
Visual Elements: Very Good
Title: Excellent
Characterization: Very Good
Set Up (First 15 Pages): Excellent

Consider for:
Writer: Consider
Script: Recommend

Analyst: Private

Logline:

A man working as an evil scientist's henchmen tries to climb the latter at work and manage his family at the same time, all while putting a tremendous effort into capturing a superhero, who happens to be his next door neighbor.

Comments Summary:

PRIVATE is a fun, family friendly script that gives us a superhero story through the eyes of a henchman employed by a villain. Think, "The Incredibles" meets "Despicable Me" when you think of this script. I really think this script has the makings for a great 3-D animated movie; it is very well written, the scenes are funny, and the story mixes a lot of real world problems into this fictional space. Plus, the premise is one that hasn't been explored in film, yet. What little "negative" there is for this script comes at the end of the film where it got a little confusing, in terms of visualizations. There were also times when the dialogue could be funnier, and I think the protagonist would benefit from a sidekick or comic relief. A script like this would definitely sell, but the movie that rises from this script has to be animated, because there are certain subtleties that can only be done through animation. Though I have some suggestions to improve the script, the writer has an excellent product on their hands.

Synopsis:

RONALD, a Henchman for DR. ED FOWL, is an entry-level employee who uses his brains to build and repair robots for the evil scientist in his compound. Superb City is used to Fowl attempting to take over the city, but every time, a superhero comes to save the day. Being on the losing end, Fowl overworks his Henchmen to come up with new ideas to dominate the town. Ronald's gifts and endeavor to make a living for his family forces him to work late and miss out on a lot of family time, which is taking a toll on his wife, CYNTHIA, and their son, JACOB. They have no idea that he works for the bad guys.

One morning, after promising his son he will be present at his baseball practice, and to his wife, going dancing, Ronald leaves for work. Today is the day he reveals the robot he's been working on that will propel him up the company ladder. At work, he is Henchman 141, and once it's his turn, 141 reveals his invention—the Mybot: able to rebuild and damaged structure 10 times faster than a Henchman could. Initiating the robot, it takes off and starts repairing security bots. Suddenly, the eyes of the Mybot go red and it breaks through a wall and begins to destroy things outside. Suddenly, swooping in out of the sky, with a big barrel chest, perfect hair, and killer smile, BRAVADO MAN arrives and destroys the Mybot, to Ronald's dismay. Bravado man is the new super on the street, ready to clean up the town and make name for himself. Despite the destruction of his invention, Dr. Fowl is impressed and demands Ronald represent it in a week, new and improved.

Going home and disappointed, Ronald goes back to work, redesigning his robot working through alerts reminding him about his son's practice and dancing with his wife. Once his lateness done on him, he rushes home to meet a disappointed family. As they scold Ronald, they watch as a house is flown in by helicopters and dropped next to theirs. Promptly breaking out a fruit platter, Cynthia forces them all to go meet the new neighbors. Next door, they meet GARY, MADISON, and BARBARA; they are the family that Cynthia and Jacob wish they could be, if only Ronald would be a more attentive family man. Ronald notices something strange about Gary and realizes he is Bravado Man.

Another day, Ronald is supposed to take Jacob and his team to the batting cages for practice. Making excuses, trying to weasel out of the responsibility, Gary and Madison invite them to go to the cages with them. While there, Gary one-ups Ronald and usurps his role as team batting coach and all round cool dad. This really burns Ronald, and he sets out to find Gary's weakness and take him down with the promise of getting a promotion if he can capture a major superhero.

Working day and night to spring every sort of trap on him, Ronald fails time and time again to take down Gary. At the same time Bravado Man gains more and more popularity, taking the villain threat level from yellow all the way down to green—the lowest it's been in 20 years. Due to his devotion to defeating Gary, and not delivering the Mybot ready to present, Ronald is fired.

Perfecting his Mybot in his basement lab, Ronald finally tries to take it out and battles Bravado Man as one of the Henchmen, in full costume. During the course of the fight, Madison sees her dad and runs to him, Jacob chasing behind her. Seeing this Ronald goes and grabs the kids to save them from Bravado Man's last blow to the robot. Thinking the Henchman is taking his daughter hostage; Gary gives up, is captured, and taken to Dr. Fowl's lair. Finally capturing a superhero, Fowl gives Ronald a promotion to Henchman 140—he gets to move to the second floor, and they have a TV to watch. Completely disappointed by the shabby promotion, Ronald goes home and faces his family, who are over with Barbara and Madison. They all watch on TV as the threat alert is red and Fowl destroys the city with a perfected design of the Mybots, and when Ronald enters, they see his Henchman costume and know he's the one who brought down Bravado Man and doomed the city; they all can't stand to look at him. Ronald leaves and goes to the lair to fester in the plight of his current situation.

Desperate to recover what shred of dignity he has left and maybe win his family's trust back,

Ronald goes back home, revealing the secret workshop he's built in their basement and all the inventions he's been working on. Arming himself with some high tech gadgetry, Ronald takes off and assaults Fowl. Freeing Bravado Man in an epic fight, the two work as a team to take down Fowl. Jacob and Madison show up to pitch in, Madison using her Jiu Jitsu skills, Jacob in his own Mybot. Ronald revolting causes the other Henchmen to rebel also; drowning Fowl in a heap of his terrible books about becoming a great villain and climbing the latter.

On the verge of escaping, Fowl grabs Ronald with his last bit of his Mybot's energy and sets off a self-destruct sequence. Ronald triggers a system that gives employees heat ray vision for their 10th anniversary with the company. Using the strong beams of heat coming from his eyes, Ronald frees himself, but also destroys the elevator out of there. The other Henchmen, who were having a party on the floor above, make a human ladder extending from the ceiling and lift the group to safety, escaping the building just in time.

Afterwards, instead of working against Gary, Ronald joins forces with him to save the city, and becomes a great dad to Jacob, a more caring husband for Cynthia and the man he's always wanted to be.

Character Breakdown:

Age	Name	Role	Description
30	Ronald	Leading Male	Henchmen 141, he always used his brain over brawn and signs a deal contracting him to working for the bad guys. He wants to do good, but his job is too steady and his family can't afford him to be jobless. Due to his, his relationship with his family has deteriorated.
30	Gary/Bravado Man	Supporting Male	The civilian identity of Bravado man, he is the perfect man, dad and husband. Ronald could learn a thing or two from him.
30	Cynthia	Supporting Female	Ronald's wife, she loves her husband dearly and only wishes he would take more responsibility as the man of the house.
10	Jacob	Supporting Male	Ronald's son, he loves baseball and wishes his dad would take more interest in him and his activities. He thinks superheroes, like Bravado Man, are the best.
10	Madison	Supporting Male	Gary's daughter, she loves her dad and is an ace in any competitive sport, having a black belt in Jiu Jitsu. He is fed up with having to move around all the time due to her dad's occupation.
40	Dr. Ed Fowl	Supporting Male	The mad scientist who is trying to rule over Superb City, and Ronald's employer. He looks like a mad scientist, with wild an crazy gray hair.
30	Barbara	Supporting Female	Gary's wife, she is very supportive and the model housewife, but she too is fed up with having to move all the time, though she doesn't show it.
40	Dr. Frown	Cameo	Dr. Fowl's evil Physician's Assistant was thrown in the joint. He is broken out by Fowl to rejoin his team. He looks even crazier than Fowl.
?	Union Henchman	Cameo	The union organizer for all of the Henchmen, he looks out for the best interests of his fellow Henchmen.

Comments:

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The premise and story are very strong and one that people of all ages can relate to. Where I can see the script's story improving is pitting Gary and Ronald against each other in contests other than hero versus monster scenarios. What I mean is, the story could work even better if Gary was getting "out-husbanded," too. Scenes like, Gary and Madison beating Ronald and Jacob at a three-legged race during some event at a park, or Gary cooking better food than Ronald during a BBQ could be added to the montage on page 56. Adding scenes like these will give more grounds to Gary outmanning Ronald, and give the script some more comedic scenes.

The end of the script sort of got hard to visualize, and I didn't quite understand all that was going on. What was confusing was the Mybots and the minis, and how they couldn't put the security bots back together properly. Since they're automated, are they just programmed to build something out of anything, and to do it improperly? I don't think the concept of how the Mybots can't rebuild the security bots is explained well, or the reason gets lost over the course of the script. I would encourage the writer to revise and make the flaw in the Mybots' programming salient, because the way it is described at the end of page 90, the explanation won't translate to the screen. We need Ronald to explain why the Mybots can be tricked. Furthermore, another part of the script that doesn't make sense is on page 89, when Gary says, "your strengths lie in coaching the team." I don't think the writer has made this point obvious enough; we don't get to see Ronald coaching the team and doing well, so this statement doesn't make a lot of sense.

The story could use some more comedic scenes as well. The script is filled with goofy scenes and ironic situations, but I think there could be a few more comedic elements added to take the jokes to a funnier level. For instance, when Ronald is laughing in the stands at the baseball game, he mentions that he watched a funny video on the Internet with a cat wrestling a teddy bear. This scene could be accompanied by the actual video, or instead of a video, he could point to an actual cat wrestling a teddy bear at the bottom of the stands, and everyone saying "aww." Like this one mentioned, some scenes could be taken a step further to increase the comedic value of the script. Additionally, insert a little more slapstick humor into the script. Though crude, people of all ages are entertained by slapstick (re: America's Funniest Home Videos), and again it will increase the comedic value of the script. Maybe some of the Henchmen can get in some precarious situations where they get kicked in the groin by a robot prototype, or they get mangled in different ways while in the robot testing lab. I think some more comedic scenes can be added with little damage to the script.

All of the characters in the script are great and are well constructed, but there may be one missing character—the comic relief/sidekick. In movies that are in the same vein as this script,

there tend to have the main characters doing their thing, and a sidekick helping out, from which more humor is expressed. For example, in "Toy Story," while Woody and Buzz are doing their thing, there are Rex, Hamm and Mr. Potato Head there to provide some comic relief; in "Despicable Me" Gru had his Minions to provide cute, doofy scenes aside from the main story. I would advise adding some sort of buddy to help Ronald out with his work. I think he could have a small helper robot (Wall-E looking), or a pair of them that could serve as the sidekick. Adding a adorable and funny sidekick will help the script to sell, because money can be made off of toys based off of the characters in the movie, which feeds back into the revenue of the buyers of the script.

As mentioned before, this script has a really great chance of selling, in my opinion and could be the next installment in the vault of animated family movies. The characters of the script will draw good voice actors from big names in Hollywood. I think the premise is very good, and though the writing could use a boost in the hilarity, with some touch ups, this script could really make a great movie.

Market Comparison List:

FILM

- The Incredibles (2004)
- Despicable Me (2010)
- Megamind (2010)
- Toy Story (2005)
- The Iron Giant (1999)
- Monsters Vs. Aliens (2009)
- Wreck-It Ralph (2012)

TV

- The Venture Brothers (2003)

The Grid:

	EXCELLENT	VERY GOOD	GOOD	SO-SO	NOT GOOD
Artistically		X			
Commercial	X				
Premise	X				
Story		X			
Structure	X				
Main Characters		X			
Minor Characters		X			
Dialog		X			
Writing		X			
Visual Elements	X				
First 15 Pages	X				
Title	X				

(SCRIPT) RECOMMEND: X

CONSIDER:

PASS:

(WRITER) RECOMMEND:

CONSIDER: X

PASS: