**Documentary layout**

I will give an overall statement about games and my love for them.

I will layout the order in which I present my innovation documentary here.

I will establish what innovation parameters the documentary has. I will also define it’s over all definition before I progress with anything else.

I will then divert into the more negative and stale side of games and their predatory practices. (Games I don’t like and why)

I will point out what I consider to be recent releases that have innovated in some way. (Games I like now and why)

I will then compare both to older generations of games.

State what I prefer and why.

Then I will compare what I consider bad to what I consider as good. I will show examples and talk about how these specific games heavily influenced the industry and its players.

I will use all this to try portraying my point of developers will continue to release subpar games if the masses keep buying them.

I will be gathering all footage, opinions and reviews ready for the background of the documentary. I will then overlook all of it and come up with a script that I can write when I have as much input as possible.

**Script:**