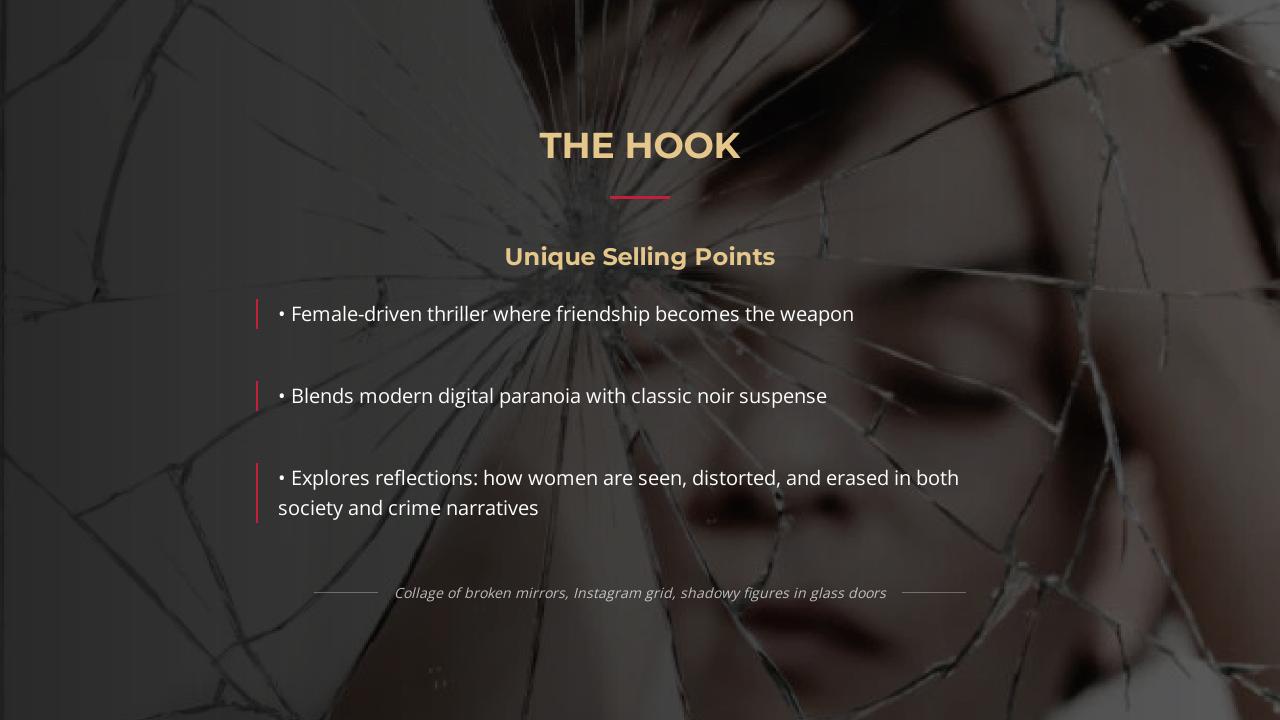


LOGLINE

When her best friend falls into a mysterious coma after a supposed accident, a determined woman uncovers a dangerous stalker and must become the bait to catch him before he strikes again.

— Bold, minimalist typography for suspense



TONE & COMPARABLES

Comparable Titles

Tone Descriptors

DARK

SUSPENSEFUL

INTIMATE

Gone Girl

Twisty female-centered thriller

Zodiac

Methodical investigation, urban paranoia

The Girl on the Train

Obsession, unreliable perceptions

The Invisible Man

Modern stalking terror

Sharper

Stylized neo-noir atmosphere

Poster/logo grid with a desaturated or smoky overlay for consistency

MAIN CHARACTER



MAYA COLLINS

30s | Protagonist / Reluctant investigator

PERSONALITY

Empathetic but underestimated by those around her.

GOAL

Driven to protect her comatose best friend when no one else believes foul play is involved.

CONFLICT

Torn between fear of the stalker and determination to turn herself into the trap.

Case file aesthetic with scribbled notes, a Polaroid pinned on a crime board

THE ANTAGONIST

The Stalker

Antagonist / Predator

Personality

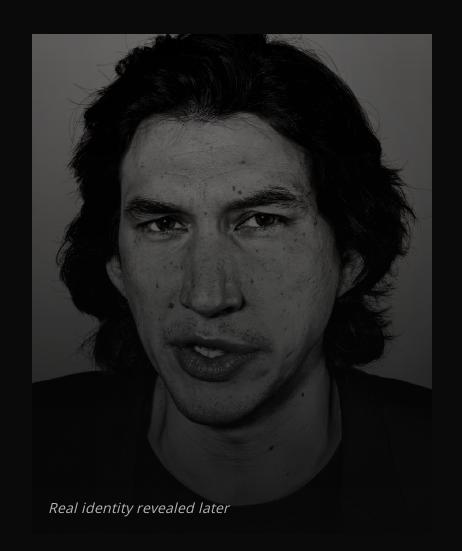
Intelligent, obsessive, manipulative. A calculated predator who meticulously plans his actions.

Motivation

Sees women as reflections of his own failures. Uses them to validate his distorted self-image.

Connection to Protagonist

His "game" escalates when Maya refuses to play the victim, creating a dangerous cat-and-mouse dynamic.



SUPPORTING CHARACTERS



Alana Pierce

Maya's best friend

Vibrant influencer whose mysterious coma sparks the investigation

Detective Harris

Cynical investigator

Dismisses Maya's theories until it's almost too late

Tom Whitaker

Investigative podcaster

Becomes Maya's uneasy ally in the investigation

Carla

Alana's sister

Bitter and suspicious of Maya's motives

The Stalker's Mother

Haunting figure

Adds layers of motive to the antagonist's psychology

PLOT SUMMARY

ACT I

Maya's best friend Alana is left comatose after a supposed accident.

Maya suspects foul play and finds unsettling messages in Alana's phone.

ACT II

Maya becomes the stalker's new target. Police dismiss her claims, forcing her to investigate herself with the help of a podcaster. She discovers the stalker's obsession with reflections and doubles.

ACT III

Maya lures him into the High Museum "Reflection Trap" — turning his obsession against him. In a climactic face-off amid glass and mirrors, she survives by outsmarting him.

Three-panel spread: falling shard, crossroads sign, shattered mirror spotlight

VISUAL STYLE

Mood Board Keywords

Urban Noir

Dark city streets, neon-lit alleys, rain-slicked pavement

Reflections

Mirrors, glass surfaces, distorted images, duality

Glass & Mirrors

Fractured surfaces, shattered perspectives, hidden truths

Neon Shadows

Vibrant colors cutting through darkness, stark contrasts

Female Intimacy

Close friendship dynamics, protective bonds, vulnerability

Digital Paranoia

Surveillance aesthetics, screen glows, data visualization

Color Palette









Neon Red Shadow Black

"A visual language of reflections and distortions, where light and shadow play across fractured surfaces, revealing the truth in fragments."

DREAM CAST



MAYA COLLINS
Gugu Mbatha-Raw
or
Tessa Thompson

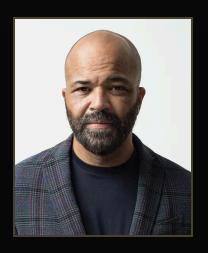


Zendaya or Kiersey Clemons

ALANA PIERCE



TOM WHITAKERJohn David Washington
or
Lakeith Stanfield



Jeffrey Wright
or
Regina King



THE STALKER

Nicholas Hoult

or

Adam Driver

Clean grid, headshots in monochrome with subtle color wash matching the palette

WHY IT WORKS

Marketability & Audience Fit

- Strong female lead in a neo-noir space (underserved market)
- Leverages true crime / stalker fascination with a fresh, empowering POV
- Stylish, elevated thriller with commercial streaming appeal
- Urban setting (Atlanta) offers cultural resonance + tax incentive advantage
- High rewatch value due to layered mystery and twistdriven structure



CONTACT



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