

Digi- Dodgy

Narrative IP expansion ideas

Digi- 2 Dodgy

Digi-Dodgy 2 begins with an update to the DigiWorld because of the events that took place in the first game. Digi may have defeated the MegaBot and its virus, but the outside human controllers of the DigiWorld want to make sure that a virus like that can never happen again.

The update enhances DigiWorld by introducing additional types of Bots and lands. Along with new gameplay mechanics.

However, the most significant aspect of the upgrade is the new AI assistant, designed to keep the DigiWorld perfect, named Emily (El: Emily Intelligence).

Emily and Digi find out the MegaBot has once again returned to the DigiWorld. So they journey together and form a friendship as they go to defeat the MegaBot. With the help of Emily, defeating the MegaBot this time, a quarter into the game, will be easy for the player, but then the plot twist will take place. Emily uses her technological abilities to understand why the Megabot was once again able to enter the DigiWorld and discovers it's because of our defective hero Digi. Digi's defective existence causes an error in the DigiWorld that allows threats from the outside to enter.

Therefore, despite being his friend, Emily believes she has to delete Digi from the DigiWorld to fulfil her purpose of perfecting the DigiWorld. Digi now has to overcome a threat that is using all her connected powers within the DigiWorld to stop him. Digi must dodge again!



The main villain for the sequel, Emily, will be designed to look like a holographic chip with a cute face.

Digi- **Movie** Dodgy

After a few video games and establishing the franchise. I believe a live-action Digi-Dodgy movie that continues from the video game storyline is possible and would work.

The movie begins in the past, before the events of the video games and explains that the DigiWorld is actually a defence system in the digital cloud for a weapons company that has contracts with the government.

The founder of the company regrets his life's work as a weapons creator and was forced out of his own company after the government contracts. But before leaving, he installed a glitch in the DigiWorld that would prevent the current shareholders from using his technologies to expand and create even more dangerous weapons. That glitch and defection he installed in the DigiWorld made him feel slightly more human after his years of work in weapons...that glitch was our defective hero Digi.

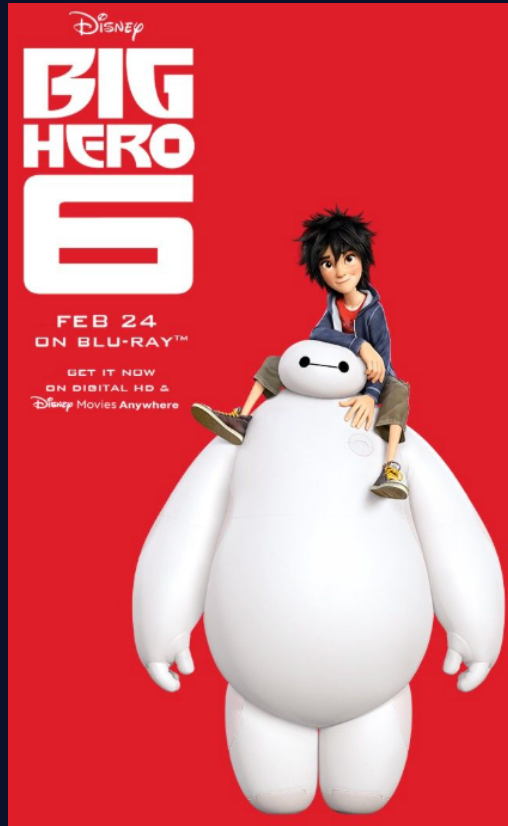
The movie then brings us to our current time, following the latest video game, and one of the evil shareholders has figured out how to erase Digi from the DigiWorld, and they have successfully achieved it. However, the former founder had a backup plan in place. Digi's data, if deleted from the DigiWorld completely, will be transferred into a backup chip which the founder gave to his daughter as a gift when she was 5. Along with a physical lifeless Digi that is now collecting dust in her attic because she is now 10, living alone with her mother, as her father disappeared when she was 6.

Now, suddenly, the chip she's been holding onto as a memory of her father is glowing with one instruction. Insert into Digi. She inserts the chip into the lifeless Digi, and all of a sudden, Digi comes to life in a physical robot form in the human world. The two must now go on a journey to find her father while being chased by the same corporation he created.

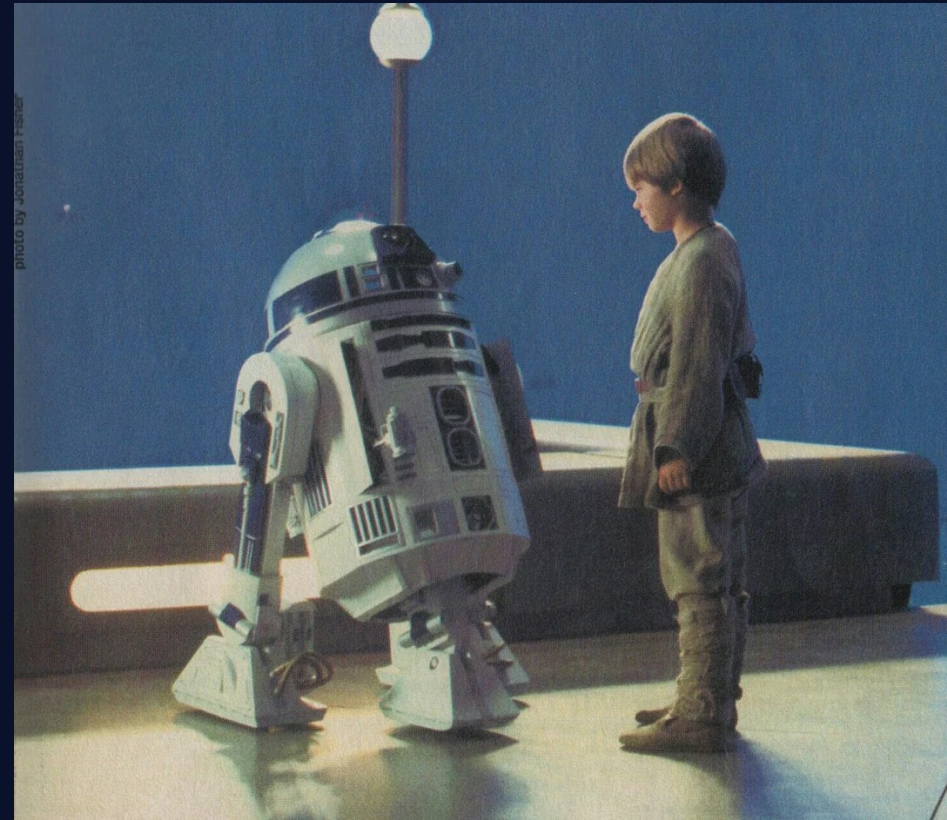
Digi wants to go home to the DigiWorld, but to get back, he has to go on a buddy journey with his creator's daughter, which leads to him interacting and understanding our physical world and humans, which is different from the digital world he comes from. The movie will have an emotional family comedy feel. The finale will have a physical MegaBot destroying a city, and Digi has to stop it.

Digi will learn on this journey that his defectiveness was a gift and he has always been the humanity DigiWorld needed.

Movie inspirations:



Narrative similar to Big Hero 6. A bot and a kid story.



Digi will be physical in the movie, like how R2-D2 is in Star Wars.



The relationship between the 10-year-old daughter and Digi will take inspiration from Terminator 2 in a way, as you have a robot that is trying to understand and is being taught about the human world through the eyes of a kid as they journey together.



The live-action Sonic the Hedgehog movies with human characters have been a successful IP expansion.

Overall, any narrative expansion that is made for this IP has to include the concept that being different is powerful. That's why audiences will connect with the main defective hero Digi because, as humans, we're not perfect and are unique to ourselves. That's something that should be celebrated.

Thank you

