

D-TEC

A hi-tech, high school detective series.

Joseph Saroufim
saroufimj@gmail.com
310.384.7326

Peter Saroufim
ptsaroufim@gmail.com
310.845.6887

Stephen Interrante
stepheninterrante@gmail.com
631.374.7254

INTRODUCTION

Part Sherlock Holmes and part Spider-Man, D-TEC is a high school detective series about solving crimes, helping others, finding your voice, and getting your homework done on time.

The story centers around Miles Smalls, a dorky high school freshman turned uniquely powerful detective. Miles was accidentally implanted with a one-of-a-kind biochip, a mini computer that links directly to his brain. Now, with the help of crime solving computer software that he designed, Miles can decipher mysteries on the level of Sherlock Holmes.

With an insatiable appetite for all things tech, Miles is constantly updating and improving his bio computer and outfitting himself with state of the art gadgets. These gadgets open the door for a modern viewing experience through what is known as second screen content. When Miles is solving the case on TV, secret codes will be revealed that can be plugged into the viewers tablet or smartphone app to unlock additional clues and bonus content.

Of course, all the tech in the world isn't enough for Miles to go it alone. He's gonna need some help, and he finds that via unlikely partner, Alexa Keene, the most popular girl in school. Alexa and Miles couldn't be more different. She is brash and instinctual, outgoing and never afraid to get in trouble. He is reserved and calculated, more interested in making circuits connect than connecting with people. Their methods don't always mesh, but as it turns out, one's weakness is the other's strength, ultimately making them a perfect detective team.

Together, along with a small crew of quirky and colorful friends, Miles and Alexa use their newfound technology to solve complex cases in and around East Baker High. All the while, they must keep the microchip a secret from their teachers and classmates... and hidden from a dangerous military corporation that seeks to steal it.

BACKGROUND/ORIGIN STORY

Miles Smalls is a freshman computer geek. He's a genius coder and gadget builder, but a bumbling idiot when it comes to making friends, especially where Alexa Keene is concerned. Alexa is the popular girl that Miles has been crushing on since elementary school. Most people swoon over Alexa's beauty and charm, but Miles has taken notice of her brainier side, particularly her love for Sherlock Holmes novels. He's even written her a computer program named D-TEC, an intricately coded software used to break down clues and unravel mysteries.

On his first day at East Baker High School, Miles arrives with his head buried in his gadgets, hoping to keep a low profile in this intimidating new environment. Of course, there's no escaping high school. Miles is picked on right away. One of his gadgets is busted by a bully, his D-TEC software is stolen and he's and embarrassed in front of Alexa. Mr. Harris, a grown up dork himself, tries to set things straight, but only makes matters worse.

While fixing his gadget out back of East Baker High, Miles sees a black car arrive through the alley. It seems like no big deal until he notices that it's a driverless car. Miles watches as a man in a suit exits the back seat and enters the school. Intrigued by the technology, Miles lets his curiosity get the better of him and pursues the man.

Miles loses the trail inside Mr. Harris' computer science classroom. He's about to give up when he sees footprints leading straight into a wall. Miles uses one of his gadgets to help reveal a secret passage that leads to an underground lab full of hi-tech gadgetry and advanced computer systems.

Miles hears voices and hides behind a generator. He listens as the man in the suit argues with Mr. Harris over a certain "biochip." Harris explains that the chip is in bonding mode, but isn't ready to interface. This angers the man in the suit who claims they aren't paying Harris to fail. The two exit the lab, leaving Miles free to explore.

Miles finds the biochip. He picks it up and it instantly attaches to him - climbing up his arm and painfully suctioning to the back of his neck. Suddenly, Miles can connect to the technology around him, including his own gadgets, with just a thought.

The bell rings! Miles sprints for class. He's stopped in the hallway by the intimidating Principal Decker. Principal Decker is an East Baker High lifer. Once the bully, football star and homecoming king, he's never gotten over the power trip. Decker is excited to give Miles detention for being late. Luckily Miles thinks fast and uses his new powers to set the clock back two minutes. No detention this time, but Decker has his eye on Miles.

Back in class, Miles does his best to disguise his new powers, but he can't resist the opportunity to have some fun with his teacher and a couple of bullies. Nobody notices Miles' special powers, except for the expertly deductive Alexa. She confronts Miles outside of class, pointing out all the little clues that gave him away.

Miles begs Alexa to keep it a secret. He doesn't want to get in trouble. Alexa says she'll keep quiet if Miles helps her clear the name of her friend Samantha, who has been thrown off the basketball team for a crime she didn't commit. Geo and Becca overhear the conversation, and urge him not to help the "popular kids" who would never help them in return. Miles tells Alexa he's sorry, but he doesn't think there's anything he can do to help.

Alexa tells Miles he *can* help and that he knows it's the right thing to do. All he has to do is upload the D-TEC software that he wrote into his own biochip. Alexa hands Miles the flash drive with the software. She stole it back from the bully. Miles is thrilled to see she was impressed by it. Plus, it didn't even occur to Miles that he could program his biochip. The scientific possibilities are too exciting to pass up, so Miles agrees to help Alexa.

Miles installs his "D-TEC" software, which instantly provides him with advanced detective skills a la Sherlock Holmes - photographic memory, complex deduction abilities, and sophisticated clue breakdowns. Now he's ready to go to work with Alexa.

While the two couldn't be more different, they end up being the perfect complement to one another. As a long time fan of Sherlock Holmes, Alexa has developed a keen sense of deduction on her own, and she's as persistent as she is stubborn. Miles, meanwhile, is trying to get a grasp on his abilities while also trying to impress his female companion.

Despite the humorous yet bumbling setbacks provided from Geo and Becca, Miles and Alex solve the mystery and clear Samantha's name. Incredibly grateful for their help, Samantha enlists her services with their future cases, becoming the fifth member of this quirky gang.

When it finally seems like everything is running smooth, Mr. Harris pulls Miles and Alexa into his office. He explains that he knows about the chip and what they were up to. Turns out Mr. Harris is actually an undercover CIA operative and the chip was designed as a military weapon. Harris explains it never successfully worked on adults, but a child's still developing brain must have been the perfect hub to latch onto.

Though tempted to stop Miles and Alexa, Mr. Harris was also impressed with what they achieved. He wants them to keep working under his guidance until he can figure out a way to remove the chip and keep Miles safe. Harris warns Miles to keep a low profile. There are people after this chip. They are ruthless and will stop at nothing to get it. He pops Miles' collar to hide the chip, and tells the duo to get ready for their next case.

MAJOR CHARACTERS

MILES

Miles Smalls is a 13-year-old tech wiz. His tender heart and sharp wit is masked by a shy, nerdy exterior. Growing up, Miles didn't really fit in with his outgoing parents or popular older sister, but found suitable replacements for human companions in his computers and gadgets. Now in his first semester at East Baker High, Miles finds himself in a familiar position: one step ahead in the classroom and two steps behind in the hallways. He's an expert with robotics, coding and some basic hacking, but his social anxieties keep him from connecting with his classmates. He's got a lot of toys, but no one to play with.

This year, Miles vows, will be different. He plans to overcome his fears and finally make friends with the cool kids. A substantial aspect of that desire stems from his long time crush of Alexa Keene. Alexa and Miles went to middle school together, though Miles is pretty sure the prettiest girl in school never knew his name. Miles might be timid by nature, but he's also passionate and persistent. Knowing of Alexa's childhood fascination with Sherlock Holmes, Miles spent years developing a software for Alexa called "D-TEC," a program that simulates the abilities of a super detective along the lines of Sherlock.

Of course, going from fool to cool isn't so easy and bullies like Jessica and Dash are well-trained in maintaining the social hierarchy of high school. Even Mr. Harris, a teacher who sees Miles as a student full of undiscovered potential and possibility, is helpless to save him from constant rejection. Luckily, fellow misfits Geo and Becca take notice of Miles' struggles and help soften the blow. Miles enjoys his time with this dynamic duo, though he knows his proximity to them will only further ostracize him from the popular kids. Unlike Miles, Geo and Becca have embraced their role in the social hierarchy, creating an interesting struggle between the trio as Miles' loyalty is tested.

Never in his wildest dreams did Miles think he'd be teaming up with Alexa to become teenage detectives. Having this brave and impulsive new companion by his side will allow Miles to conquer his fears and realize the extent of his potential, from taking calculated risks to accepting - and finding acceptance with - his fellow students.

ALEXA

Cunning, confident, and impulsive, 14-year-old Alexa Keene uses her wit, charm, and beauty to stay atop the social pyramid. Popularity is a mark of pride for Alexa, who is secretly ashamed of her impoverished upbringing. With a single mom struggling to make ends meet, Alexa spent her childhood looking after her little brother, giving her no time to “be a kid.” Alexa escaped her difficulties by reading every Sherlock Holmes novel and fantasizing about life as a detective. As she grew older, she became aware that such geeky hobbies were totally uncool. Afraid of losing her friends, Alexa now keeps her passions a secret.

One person still sees Alexa for who she really is and not the person she has become so comfortable pretending to be. That person is Miles Smalls. Alexa feels both accepted and threatened around Miles. Miles knows her true passions and personality, but that knowledge put Alexa’s status in jeopardy. The more she appreciates Miles’ genuine love for her, the more she publicly pushes him away.

When Alexa becomes aware of Miles’ new abilities, she enlists his help to clear the name of her friend Samantha, a basketball player wrongfully kicked off the team. Suddenly, Alexa is working as a detective. Feeling like a kid again, she begins to question her social priorities. Her strained relationship with the dorky Becca and Geo strengthens as she appreciates their confident sense of self. She lays off her nemesis, Mr. Harris, realizing how complicated his situation is, and while Miles’ timidness frustrates Alexa, she grows to appreciate the balance it brings to their partnership.

These budding friendships create rifts between Alexa and the popular crowd. She suddenly finds herself in danger of falling out of the elite social circle, much to the delight of “frenemy” Jessica Davis, poised to replace Alexa as Queen B. Dash, the top jock in the school, still pines after Alexa, now making it his duty to “rescue her” from her loser cohorts.

Alexa’s newfound dedication and focus as a detective is something no one would suspect from a “flighty” it-girl, but Alexa puts her detective work above all else... even school work. Now, her suddenly shaky social standing is forcing her to question what really matters, while her greatest mystery is discovering who she is and how to feel comfortable as that person.

MR. HARRIS

On the surface, Jeffrey Harris is the young, dedicated, and often times goofy science teacher at East Baker High. While his students constantly deal with bullies, Harris finds himself in a similar situation, getting picked on by the overpowering Principal Decker. Luckily, Harris has learned that size is nothing compared to intelligence.

Secretly, Mr. Harris is an undercover CIA operative and one of the most renowned spy-tech developers in the world. Behind the whiteboard in his classroom lies a secret passage that winds downward to a state of the art hi-tech laboratory where his gadgets and inventions are in development.

Mr. Harris had recently been commissioned by the CIA to design a breakthrough bio processor that could sync with a person's brain and central nervous system. He was close to success when he began to suspect his superiors of having questionable intentions for the biochip. Harris did his best to stall, until one day his chip became irreversibly attached to 13-year-old Miles Smalls. Mr. Harris soon learns that while his chip wasn't yet functional for adults, it could work (with a few flaws) for someone with a still developing brain. In other words, it works for Miles.

With a shared passion for science, gadgets, and robotics, Harris has an instant appreciation for the youthful brilliance of Miles. Rather than immediately intervene, he quietly keeps a close eye on the student, watching him use his new abilities in partnership with Alexa Keene. Harris is surprised to see Alexa and Miles use this chip to help out a fellow student, especially since Alexa is known as a rule-breaking cool kid, one that Harris already handed a detention to on the first day of school.

After seeing what the two students, along with their new friends, are able to accomplish, Harris decides to help guide Miles. Harris puts it on himself to mentor the students, occasionally enlisting their services while doing his best to keep them out of trouble with the government agents and the terrifying Principal Decker. Knowing that the biochip attachment is irreversible, Harris warns Miles it is imperative for him to keep it a secret. Prospective buyers would be adamant to get the chip at all costs, especially if they saw it functioning properly.

ROLE PLAYERS

GEOVANY “GEO” BUNCH

Lovable and dork, Geo has gotten used to his outsider position and has learned to embrace it. Never one to shy away from standing up to a bully (and quickly backing down from a physical confrontation) or chatting up the girls, Geo has a confidence that Miles could certainly use, but his bumbling personality leaves his classmates laughing at him more often than with him.

An incredibly loyal friend and companion, Geo and longtime bestie Becca both quickly take a liking to Miles Smalls. When things get hot for the team during detective work, Geo is always excited to step in to help, but his assistance often creates more problems than solutions. While his heart is always in the right place, Geo simply can't help being a “clutz,” a quality that drives Alexa up a wall. With a prejudice against the “popular kids,” Geo has his own share of issues where Alexa is concerned, but when it comes time to cracking cases the two are always willing to put their differences aside...though sometimes unsuccessfully.

BECCA HILL

Always with her head in the clouds, Becca Hill is both brilliant and dorky. While it's easy to think she isn't paying attention while you're talking to her, she'll always follow up with the perfect answer, comeback or plan, though she will certainly take her time. Like her best friend Geo, Becca shares a similar disdain for the mainstream social circles of high school, while her classmates continually grow tired of her ruining every curve from the front row of class.

Becca never developed a social filter, so while she may come off as abrasive, the truth is, she's just very honest. While Geo pulls Miles right into the group, Becca takes a little bit longer to warm up to him. Becca and Geo have been friends for years, lending them an "old married couple" banter that constantly has them clarifying that they are not dating. Of course, Becca is quick to point out that's by her choice, much to Geo's disagreement.

SAMANTHA “SAMMY” COPELAND

Samantha Copeland is a sophomore basketball star and recent transfer from West Baker High, East Baker’s top rival. Despite her fantastic skills on the court, Samantha has a hard time fitting in with the students at East Baker, largely in part to her taking “popular girl” Jessica Davis’ spot in the starting lineup. As a result, it doesn’t take long for Jessica to lead school wide propaganda that ostracized the new student.

When Sammy is thrown off the basketball team for a crime she didn’t commit, she is surprised to see Alexa Keene show up willing to help. Samantha knows that Alexa is risking her social standing to help her. As a result, the two quickly form a very strong bond of understanding and acceptance. Of all the students at East Baker, Sammy is the most sure of who she is. She is smart, confident, and unwilling to get caught up in the typical high school drama. She appears to be the perfect fifth member of the gang, though tensions rise as Miles’ affections bounce between Alexa and Samantha.

JESSICA DAVIS

Jessica Davis was once Alexa’s best friend and closest confidant, but secretly she wants nothing more than to overtake Alexa as East Baker High’s Queen B. Jessica is a quintessential “mean girl,” always willing to put down others to feel better about herself. Her crush on Dash Tucker is a constant subject of frustration, as Dash’s infatuation for Alexa consistently gets in the way.

While her relationship with Alexa is initially more positive than negative, the more time Alexa spends with her new “gang of dorks,” the more firepower Jessica has to knock her old friend out of her high social standing. For Jessica, high school is simply a game of who can be the coolest, and she is eager to win at all costs. As the rivalry between the girls develops, Alexa will eventually have to decide if there’s anything left to salvage in this former friendship.

DASH TUCKER

Dash is the resident jock of East Baker High. From football to wrestling, if it involves inflicting pain on other students, Dash is all about it. What he lacks in intelligence he makes up in brute strength, and what he lacks in wit he makes up for with a crude sense of humor. While Jessica Davis has long sought after him, Dash's affections were always reserved for Alexa Keene, the one girl consistently unwilling to reciprocate.

When Alexa begins to spend more and more time with the dorky Miles Smalls, Dash targets Miles as his #1 bullying victim. This rivalry only continues to escalate when Miles begins to "fight back" with his quirky humor and sophisticated gadgets. Despite his constant bullying of his peers, Dash is able to stay out of trouble and on the field thanks to his close relationship with Principal Decker.

PRINCIPAL DECKER

Principal Richard Decker is the large and intimidating authoritative figure at East Baker High. Decker has spent most of his life at East Baker - as a student, he was a jock and all-state athlete, something he continually reminds all of his students of. After a swift and disappointing collegiate athletic attempt, Decker returned to East Baker. Starting as a gym teacher, Decker unexpectedly worked his way up the ladder through a combination of seniority and sheer force. Now, Decker is once again the big boss in the hallways, but this time no one can tell him to "take it easy" on the weaker students he is so quick to torment.

Decker makes no effort to disguise his pure favoritism for new resident jock Dash Tucker. He also develops significant disdain for Miles Smalls and his perceived "smarter-than-you" attitude. If Decker had his way, Miles would've been expelled at the first possible miscue, but new teacher Jeffrey Harris continues to be an obstacle in Decker's attempt at free reign. Harris continually cites the school handbook, finding loopholes to get Miles and Alexa out of trouble, leaving Decker fully committed to ridding the school of the whole lot of them.

EPISODE SYNOPSIS

Every episode of *D-TEC* will introduce and solve a mystery. Each mystery will feature a relatable teenage dilemma. The emotional arc for our heroes will be rooted in the everyday high school issues they encounter throughout their detective work.

The cases are often linked to the confidential projects Mr. Harris is working on. He sometimes asks Miles and Alexa for help, leading to occasional high stakes assignments outside the school walls. Other times, the students stumble upon suspects and circumstances in their own environment, leading them to more personal cases.

Every episode will incorporate the use of high-tech gadgets from Miles and Mr. Harris, providing the opportunity for some visually captivating CGI and action set pieces. The on-screen gadgets will also be an intuitive link to unlocking second screen content.

While the cases themselves will be open and shut in each episode, certain episodes will push our heroes into a larger mystery. The season long arc will be focused on the developing relationships between the students. The fusion of the popular girl, the outcasts, and the new kid will help continually address relatable problems and provide insightful solutions for students today.

SUMMARY

With the recent success of the Sherlock Holmes franchise and the popularity of network television's detective programming, the market is overdue for a kid friendly detective series. *D-TEC* offers the cleverness of *Sherlock*, but updates the narrative with a futuristic approach that is fresh and exciting for today's youth.

At it's core, *D-TEC* is the classic story of an ordinary boy who develops extraordinary capabilities and must adjust to the pressures and responsibilities of his new powers. Seeing Miles break out of his shell, conquer his fears, and gain confidence in himself will drive the series. Along the way, he and Alexa discover that successfully navigating high school's social scene is even trickier than any of their undercover cases.

D-TEC deals with a wide variety of important young adult themes including bullying, cheating, self-image, and the virtues of hard work. The series also raises moral questions surrounding using technology for good vs. self interest. The show demonstrates that the world can be an out-of-control place, but ultimately leaves us with a timeless and important message: good *can* triumph over evil and even the worst problems can be solved if we each do our best to help each other.

SAMPLE EPISODES

THE MASCOT MYSTERY

When the East Baker High Mascot is stolen before a pivotal basketball game, the gang insists that Miles investigate their opponent: rival school West Baker High. While Miles and Alexa infiltrate West Baker, Geo and Becca struggle to keep their absence hidden from their teachers. They're surprised when they receive help from Dash and Jessica, but for once the opposing students have a common enemy. Things are looking up until a biochip malfunction leaves Miles and Alexa stranded on enemy terrain.

TINKERED TALLIES

It's election time at East Baker High and Geo's aggressive campaign has surprisingly put him in the running for school president. When the results are announced, Geo finishes dead last, but he insists foul play was involved. Miles is happy to take the case to help his friend, but things get difficult when government agents show up looking for the chip. Mr. Harris explains to Miles that the agents have learned the chip has found a host, meaning Miles must be even more careful than ever. With the school's inauguration looming, can Miles help his friend while still avoiding the agents in the hallways?

FIELD TRICK

East Baker High is on an annual field trip and tensions run high when Alexa ignores the gang on the bus in favor of her more popular friends. Miles, Geo and Becca are furious, but must put their gripes aside when a distress call comes in from Mr. Harris. Trapped while on an undercover assignment, Harris has no one else to turn to and needs an emergency rescue mission. The gang must sneak away from their field trip while avoiding detection from Alexa's friends and Principal Decker, but the real challenge will be mending the hurt feelings in time to save their mentor.

THE CUSTODIAL CASE

When Henry the Janitor is fired for stealing a signed football from Principal Decker's office, he enlists the services of Miles and the gang to clear his name. Miles, though, is already on thin ice with the principal and nervously turns the job down. Alexa decides to handle the case on her own, but when she lands in detention it's up to Miles to face his fears and finish what she started before it's too late.

A GRAFFITI MYSTERY

There's a serial graffiti artist running rampant around East Baker High and Principal Decker will stop at nothing to catch the culprit. When popular girl Jessica Davis turns up with ink on her hands, she must swallow her pride and turn to old friend Alexa Keene for help. While Miles and the gang are in no rush to aid their hallway antagonist, Alexa finds herself standing up for her former confidant and convincing the gang to do the right thing. But when it turns out that finding the truth means condemning one of their own, the team struggles over what exactly the "right thing" entails.