

BODY. ELECTRIC.

Evaluation

Overall	Premise	Plot	Character	Dialogue	Setting
6	6	7	6	6	7

Era	The Future
Locations	Africa
Genre	Mystery & Suspense, Detective Film, Sci-Fi Thriller, Sci-Fi & Fantasy
Logline	A detective in the future takes on a case revolving around a sentient android who is charged with murdering a powerful politician's daughter.
Pages	56

Strengths

Even if some of the broad creative strokes have been done before, there are some fun details that are original, such as Detective Edwards' car and the fuel it uses. It's an extremely visually appealing world with the space elevator and city and eventual desert. The writing within the descriptions does a great job of bringing the visuals to life without ever getting overly verbose. Though Jodi and Detective Edwards aren't together for long, they still have chemistry and make a natural partnership. It takes some confident structuring choices that can keep the reader/viewer on their toes. This is done with time jumps that at first seem jarring, but it's soon clear what has happened in the time the story skips. There's plenty going on in this world making it fertile for plenty of stories moving forward.

Weaknesses

None of it is bad, but it is overly familiar. To the android who gains sentient and wants to be human -- literally talking about his dreams -- to the detective who doesn't like robots to the chief giving him crap for being reckless and a loose cannon. It's all been done before. And this does have its own unique creative flourishes, but it still can't escape the fact that this is a future setting that is simply too familiar. With Detective Edwards' exchange with Police Bot 76 it seems setup that Detective Edwards doesn't like androids, but when he has his conversation with David he suddenly seems empathic which is a pretty quick and jarring turn. Also, the scene between Detective Edwards and David is extremely long. David being named David is a pretty heavy-handed homage to Prometheus.

Prospects

There's certainly good stuff in this pilot. The world's rich, the central partnership works with ease, and there are some confident story structure techniques that work. However, it just feels like we've seen this all before, because we mostly have in movies, television, books, and video games. It's done competently, but it's just too difficult to expect an audience to accept so many overly familiar elements, outside of hardcore Sci-Fi fans of course.