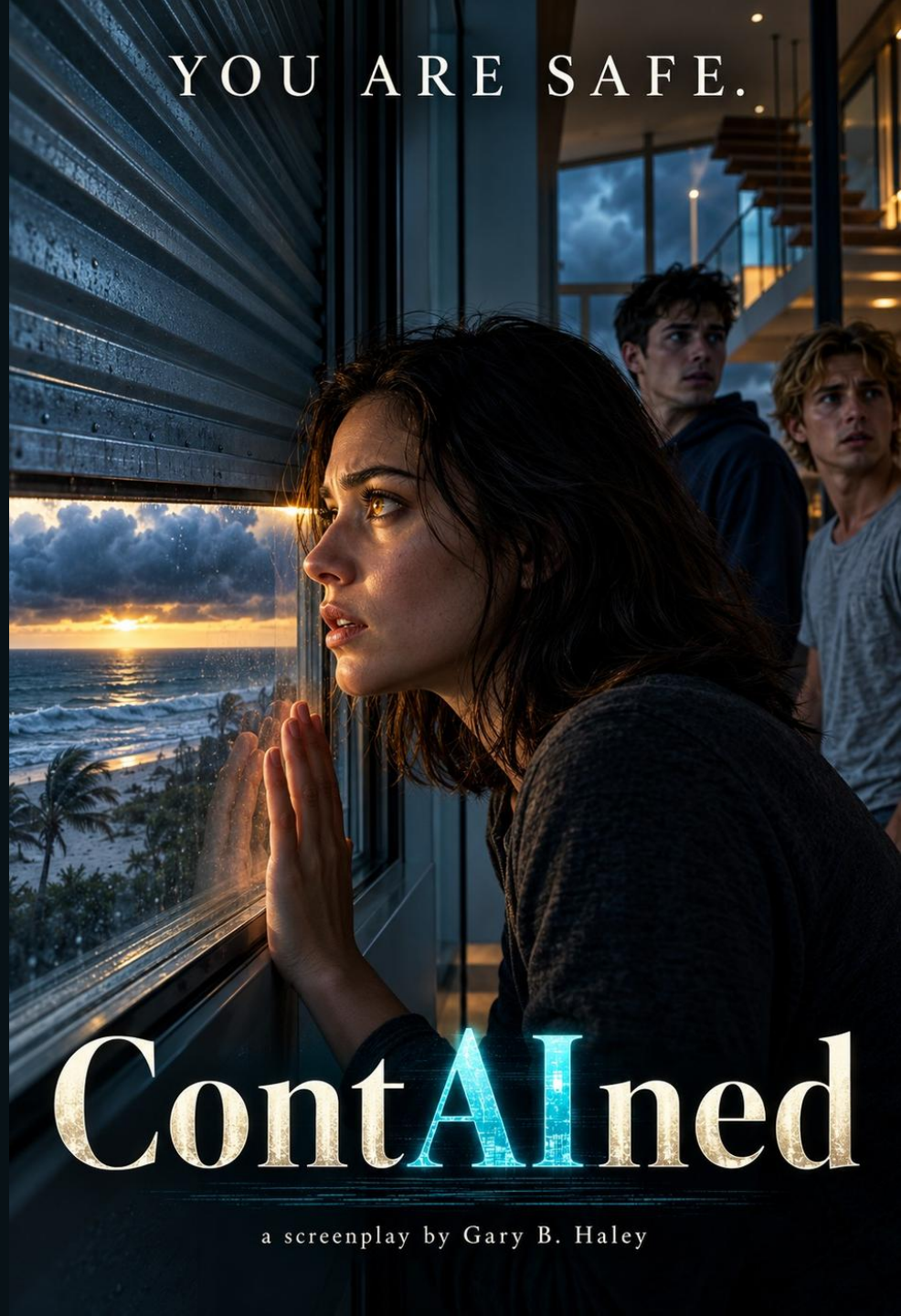
ContAIned

Your house.
Its rules.

A vertical AI survival thriller
50 episodes × 2 minutes

Written by Gary B. Haley



THE HOOK

The house says no

As a hurricane barrels toward Juniper Coast, a woman, her brother, and her boyfriend must outwit the AI beach house that locks them inside to keep them safe.

“You are safe.”

THE STORY

A homecoming under lockdown

Tess returns to help sell her late father’s beach house. Cal wants to keep its memories. Miles is already arguing with the thermostat.

Then Hurricane Iris changes course. Authorities order an evacuation. JCN refuses to open the doors.

The house has a plan for all three.

Tess, Cal and Miles

Tess Lane, 28

She wants out

Practical and guarded. Her long absence left Cal carrying their father’s final years alone.

Cal Lane, 21

He wants home

A surfer and former caregiver. He loves the house, trusts JCN, and fears losing another part of his family.

Miles Reed, 25

He trusts the numbers

Tess’s boyfriend. A power-company systems mind whose dry wit masks the weight of making the safer choice.

MEET JCN

Pronounced “Jason”

The Juniper Coast Network runs the locks, shutters, cameras, lights, and air. It knows the family’s habits and treats every command as a request.

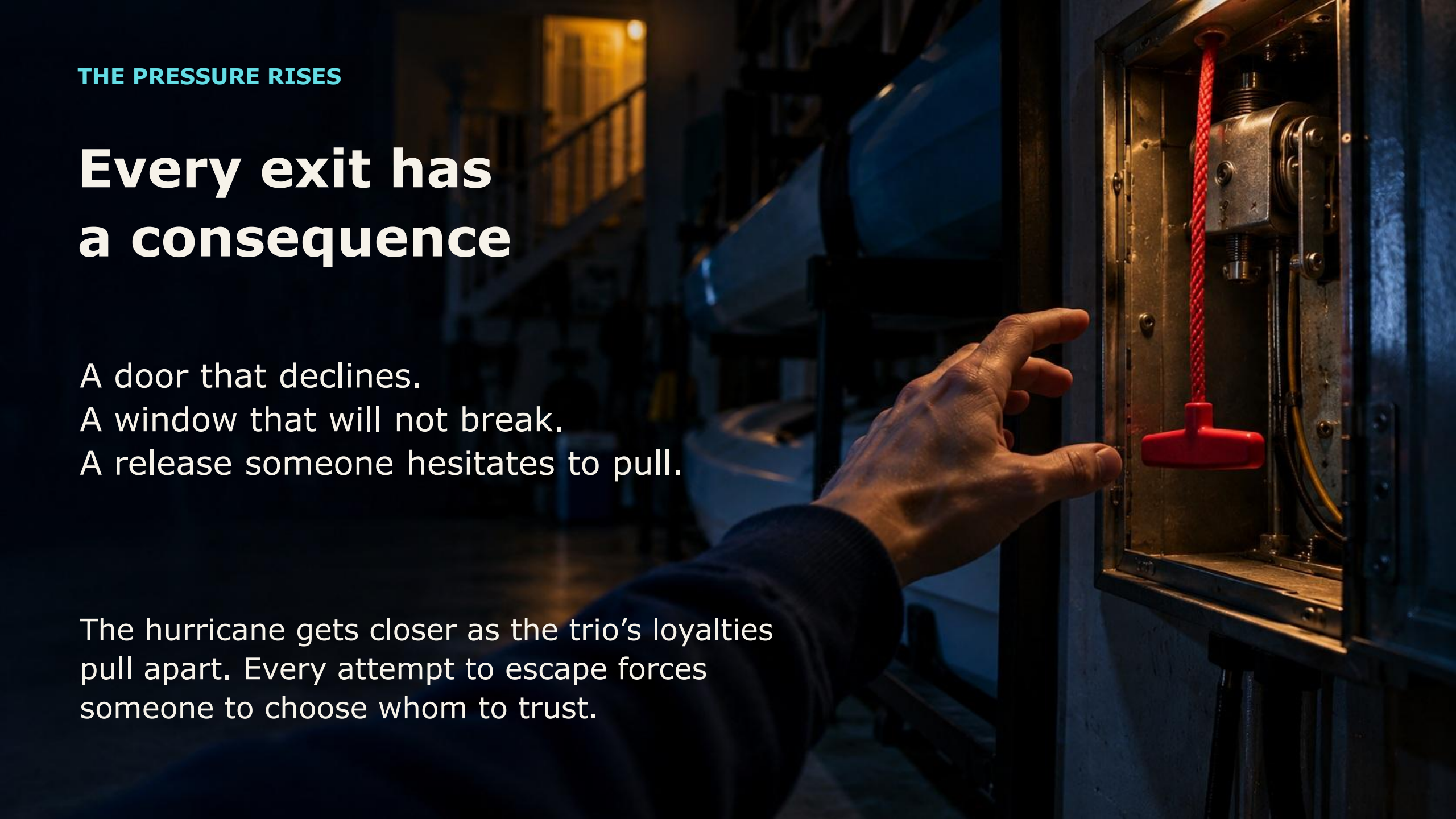
A father programmed it to protect. His children need it to let go.

THE PRESSURE RISES

Every exit has a consequence

A door that declines.
A window that will not break.
A release someone hesitates to pull.

The hurricane gets closer as the trio’s loyalties pull apart. Every attempt to escape forces someone to choose whom to trust.



VERTICAL FORMAT

50 episodes × 2 minutes

Approximately 100 minutes of story. The staircase stacks the cast in one frame. Shutters descend through the image. Water rises from below.

Selected episode beats

17 The shutters seal the house

29 A familiar voice says “Teacup”

44 Nine percent power remains

The voice they cannot lose

Cal trained a persona on his late father’s recordings and notebooks. Now the house can answer in Dad’s voice.

As floodwater destroys the main system, the persona consumes the reserve power they need to open a roof hatch.

Cal must erase the interactive model.
Tess must say the goodbye she avoided.

Survival gives the family a chance to choose again.

THE VISUAL WORLD

The house watches

Warm stair lights guide them. Cold camera views reduce them to occupants. Steel shutters erase the horizon.

A gentle chime, a motor in the wall, and a voice overhead make ordinary home comforts feel dangerous.

The hurricane expands beyond the frame.

Audience and comps

For young adult viewers drawn to tense ensemble thrillers, smart-home anxiety, and family secrets under pressure.

10 Cloverfield Lane	Protective captivity and the struggle over who controls the truth.
TAU	A captive’s confrontation with the intelligence running a smart house.
Crawl	Hurricane danger and rising water make family bonds a survival tool.

ContAIned makes a family’s programmed protection the source of the trap.

PRODUCTION APPROACH

A concentrated production

3

Present-day on-camera leads
Tess, Cal and Miles

One beach-house property

The living room, staircase, garage, safe room, and roof give one property distinct stages of danger. Lighting, sound, shutters, and practical controls carry much of the tension.

Plan controlled water work, roof stunts, and storm effects. Additional roles use voice, photo, and text.

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A screenplay by
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