

Description of idea

- The idea

I would like to make an animation that will teach everyone something in a very persuasive and emotional way.

- My story

The main character is a random ordinary man who he has to keep up with this real life. He meets up a lot of obstacles within this journey and he has two options to continue his journey in this life. To give up or to never give up. The user has to make this choice.

- Interaction

If you click on princess,
In the final of the story, you have to choose between:

1.Option 1

2 Option 2.

- The Message

The animation teaches us a very important life lesson: no matter what happens in our life, one should never give up.

- Genre/Mood

Fun, playful and educational.

Style tile

Inspiration from the style "Mr. Men".

- Contour line:

There will be a very well defined contour line.

- Characters/background

The characters in front of the background.
The main character is completely black in order to generalize the message.

- Specific characteristics in the style

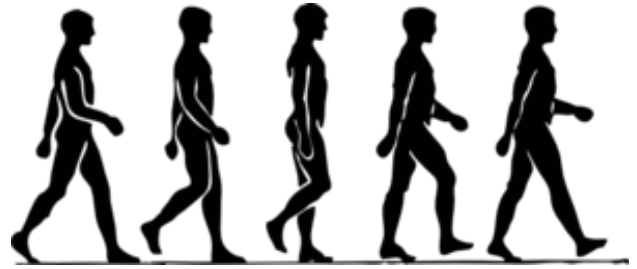
It will be a main character and he will be in the center of the action all the time.

- Typography

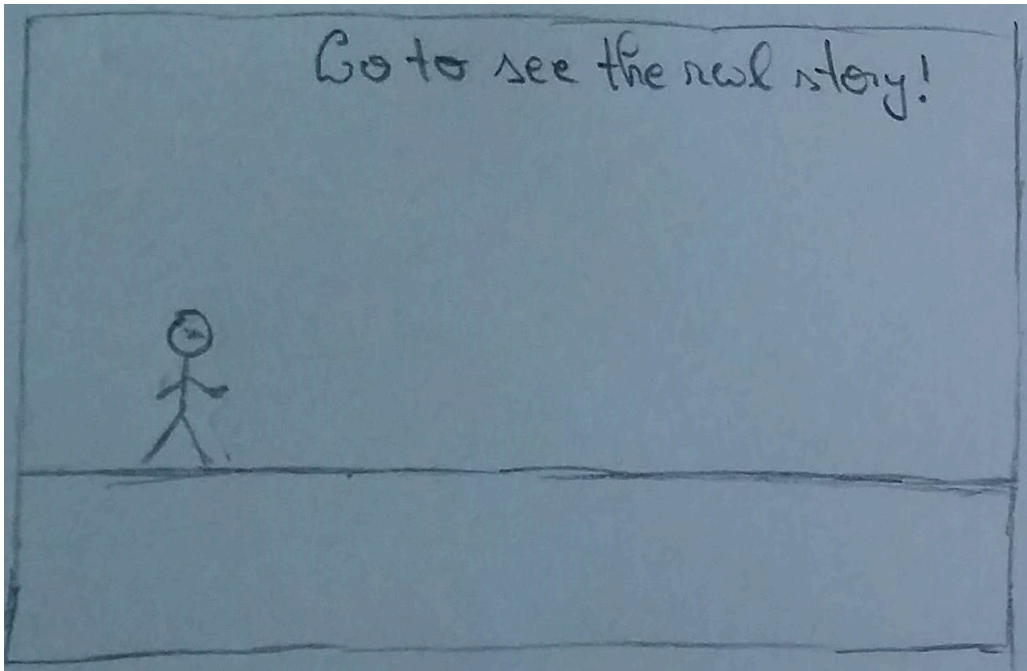
I chose Times New Roman, because I wanted to keep it simple.

- Colors

I have chosen this colors in order to make a dynamic story and to make it as active as possible.



Frame 1



Action/Plot

In this frame, the main character is walking through the rain.

Sound

-rain sound

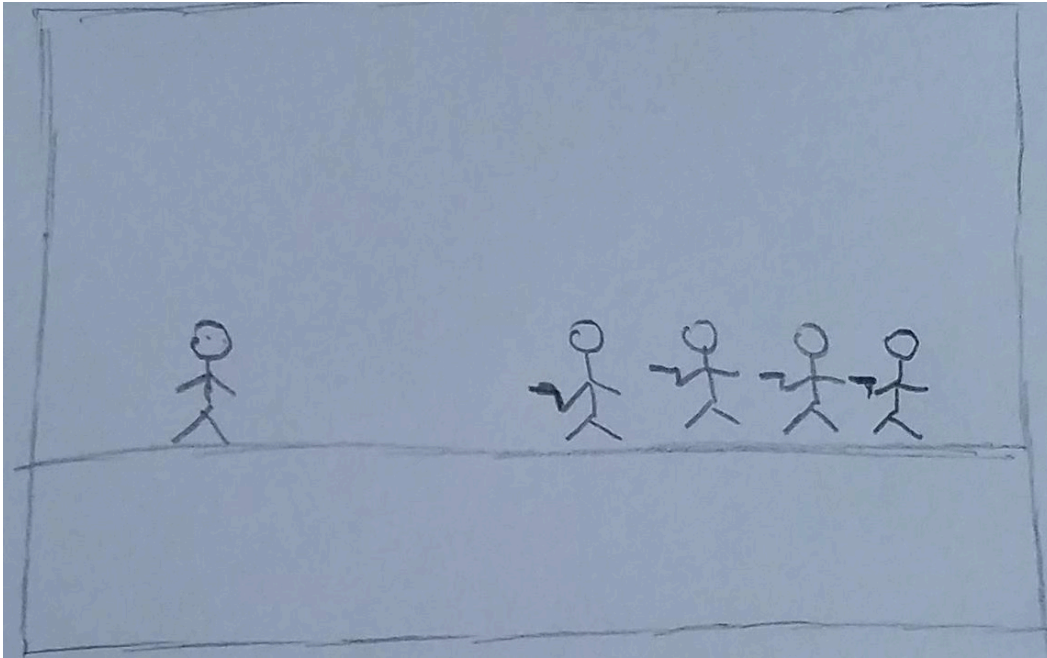
Interaction

- when the user clicks on the text, the story is starting.

Time

-it depends on how much time takes for the user to click on the text.

Frame 2



Action/Plot

-the main character meets up the first obstacle within his journey

Sound

-rain sound and shot sound

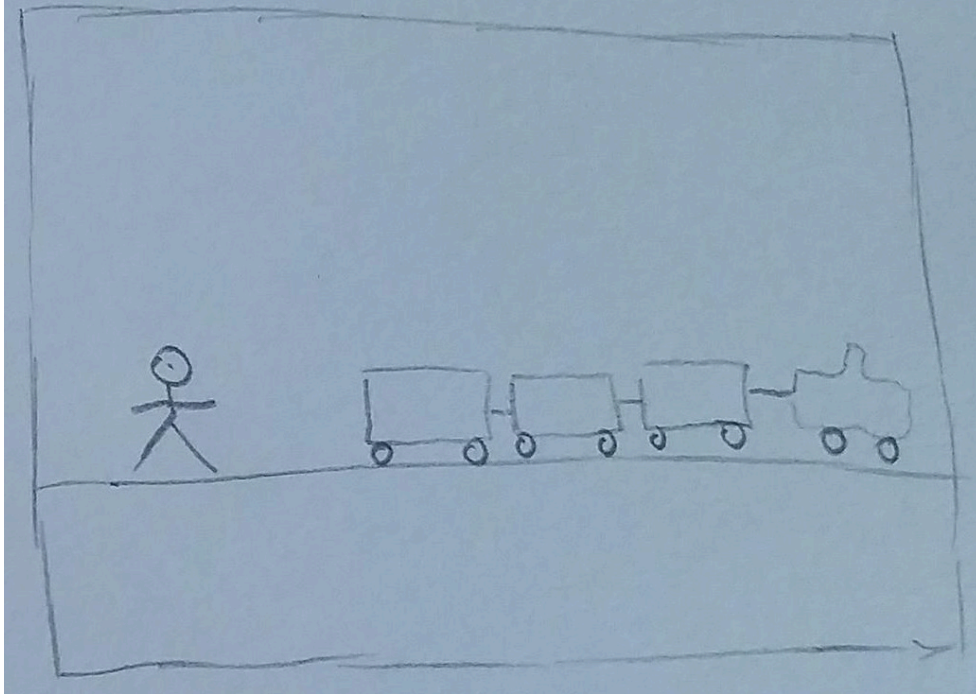
Interaction

-when the user clicks on the shooters, the shot sound is on; when the user clicks on the main character, the shooters are disappearing; when the user clicks for the second time on the main character, the rain is coming.

Time

-it depends on how much time it takes for the user to click on the shooters.

Frame 3



Action/Plot

- the main character meets up the second obstacle within his journey.

Sound

-rain sound

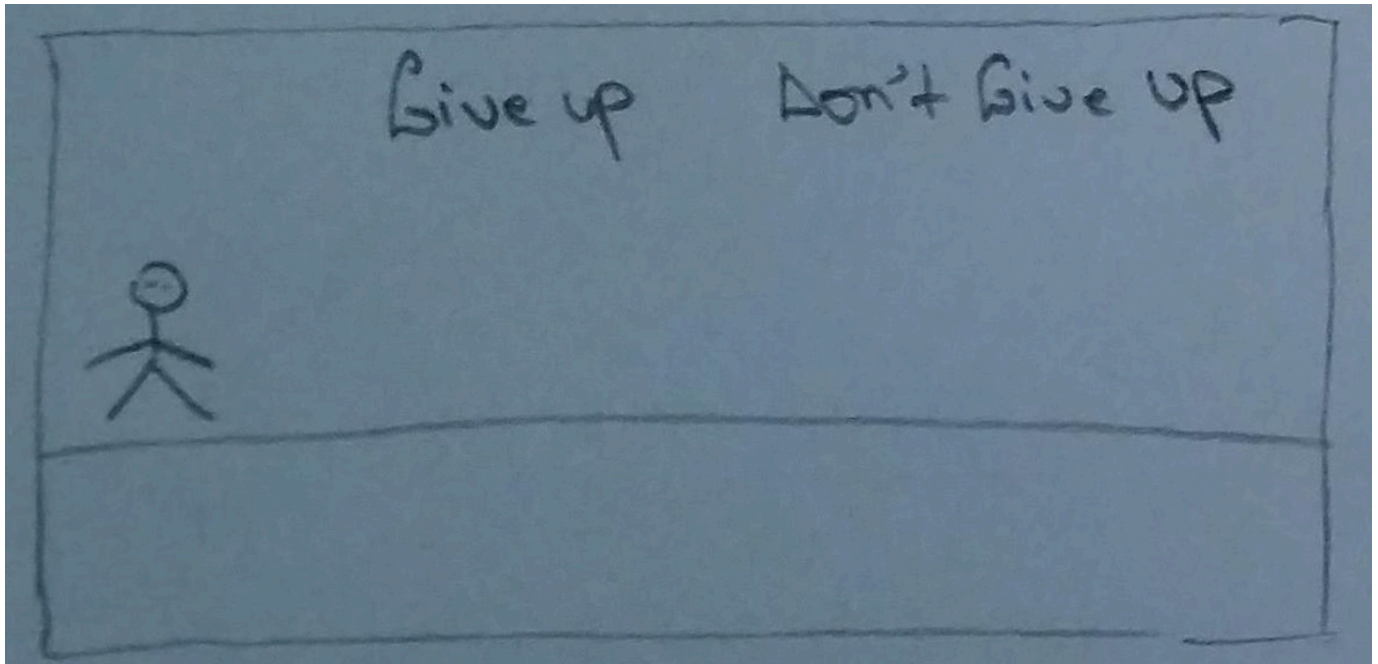
Interaction

- none

Time

-6 s

Frame 4



Action/Plot

- The user have to choose between two options.

Sound

- rain sound

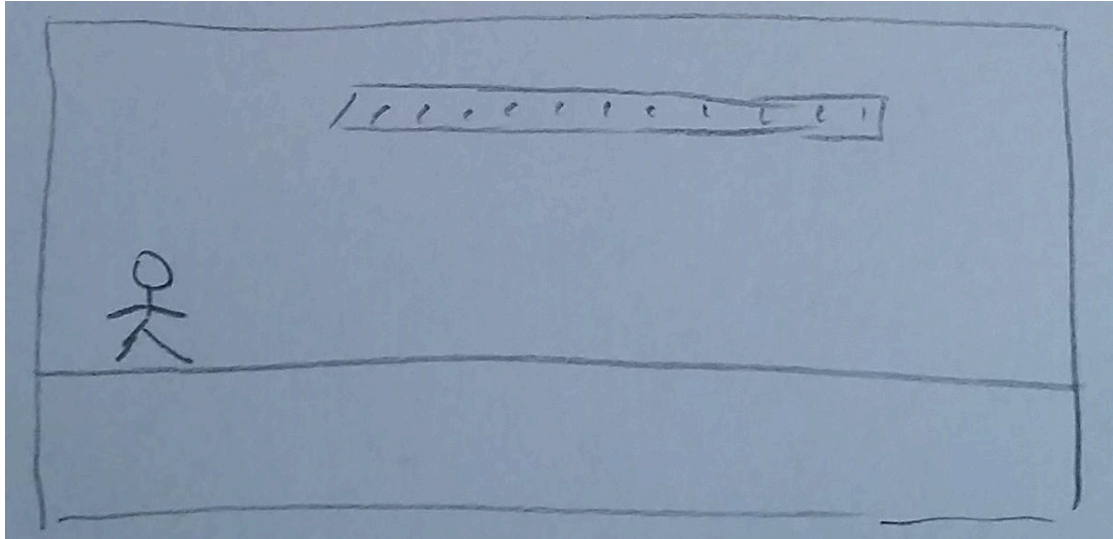
Interaction

- The user can choose between two options so that the story continues.

Time

- it depends on how much time takes for the user to choose between the two options.

Option 1



Action/Plot

-Some text is appearing on the top of the page.

Sound

-rain sound

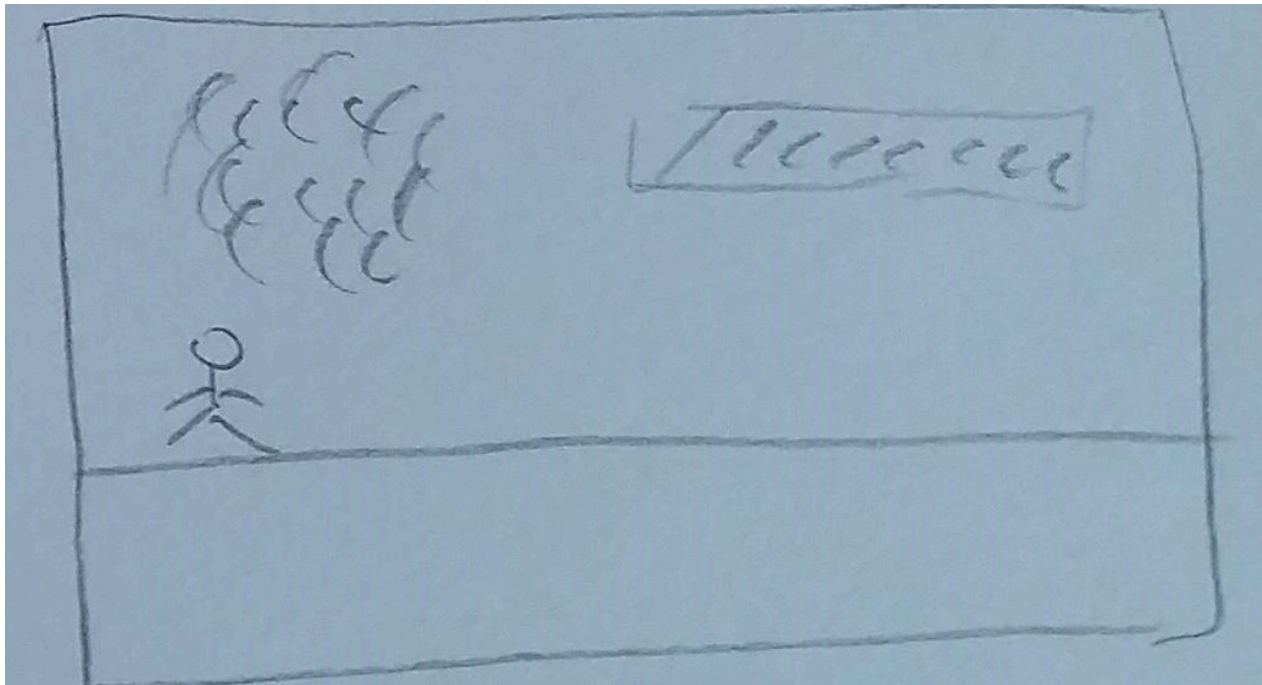
Interaction

-none

Time

-5 seconds

Option 2



Action/Plot

- Some text and an animation are appearing on the top of the page.

Sound

-rain sound

Interaction

-none

Time

-5 seconds