

# Story board

## FRAME 1

### Action/plot:

Intro picture, revile the place where the action is gona take place.

### Dialog:

*"Once upon a time in a faraway land, everything was so peaceful and beautiful as it should be"*

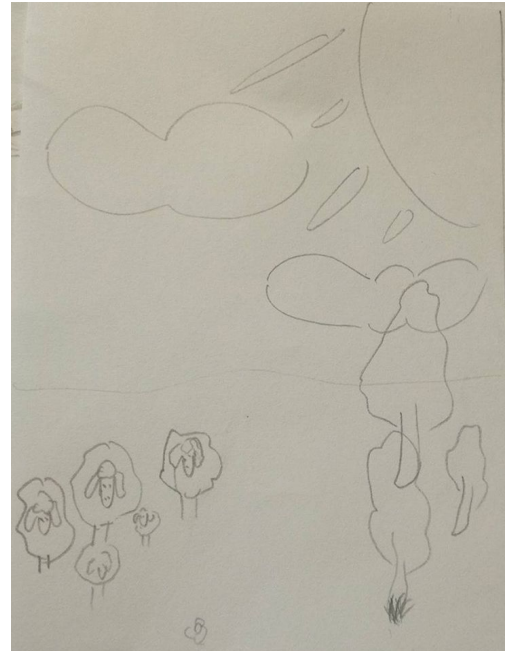
### Sound:

peaceful, relaxing Music

### Time:

about 5 seconds

Interaction: none



## FRAME 2

### Action/plot:

The wolf is hiding from the hunter.

### Sound:

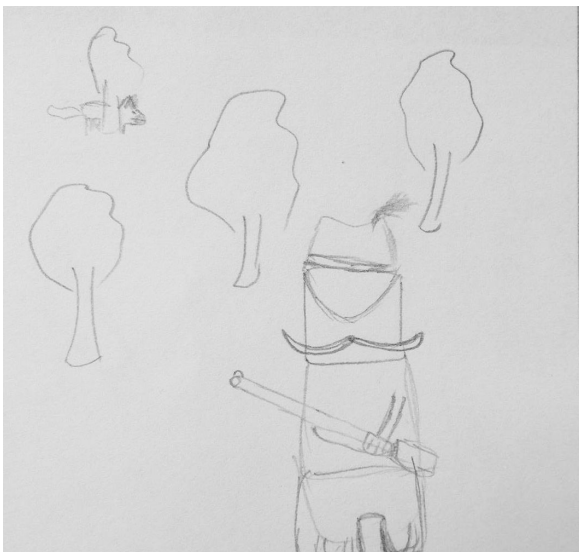
strong, nervous music.

### Dialog:

"not for everybody, let me introduce you the old wolf , it seems this is not one of his days"

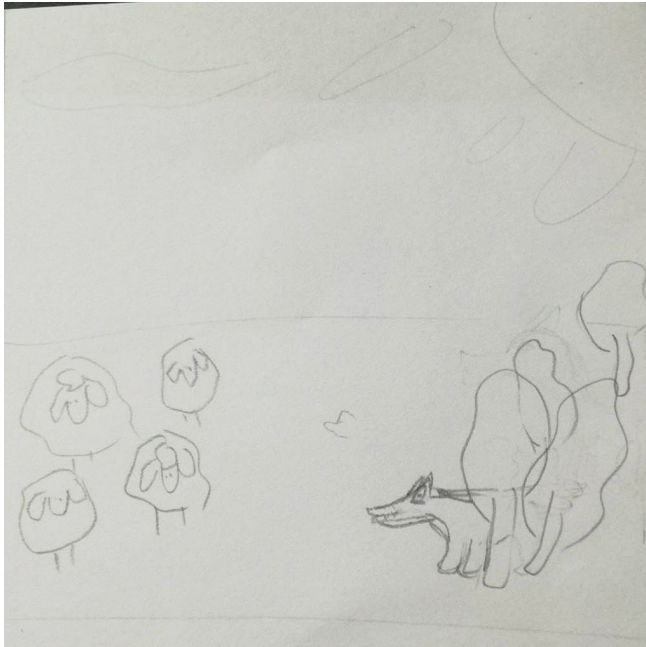
### Time:

3 sec.



Interaction: none

### FRAME 3



Action/plot:

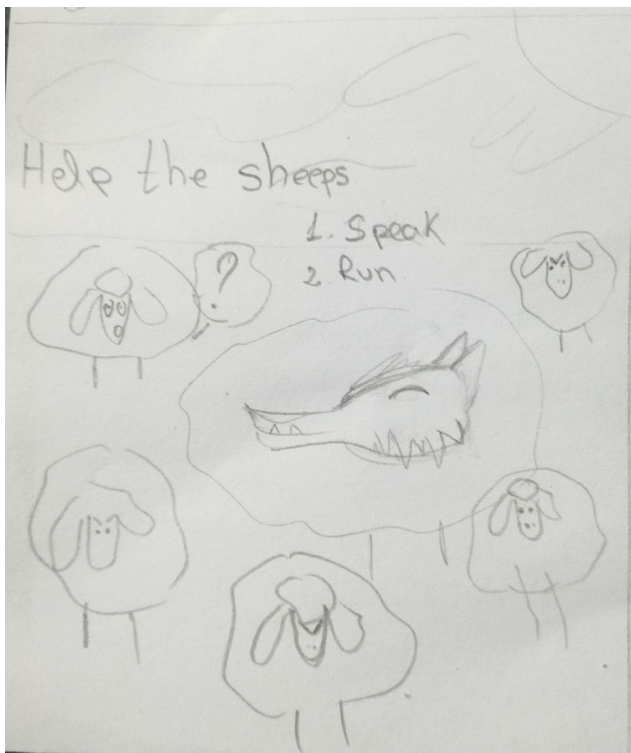
The wolf sees a herd of sheep and decides to hide between them.

Sound: releasing music.

Time: 5 sec.

Interaction: none

### FRAME 4



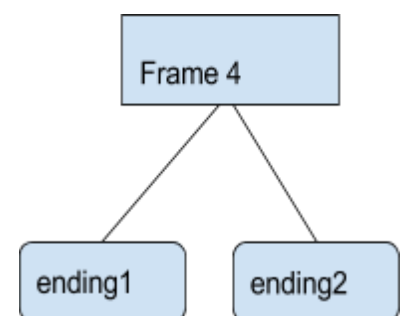
Action/plot:

The user must help the sheeps to unmask the old bad wolf and revenge.

Interaction: The user can choose between two things: make the sheep's speak or make them run.

Time: Until the user has decided what the sheeps are going to do.

Sound: background music.



## ENDING 1

Action/plot:

The user chose speak.

Interaction:

When the user click on the sheep, it start's speaking in front of the hunter when the user click's on the wolf he expose himself.

Time:

Until the user has decided to click the wolf.

Sound:

sad music at the end.



## ENDING 2

Action/plot:

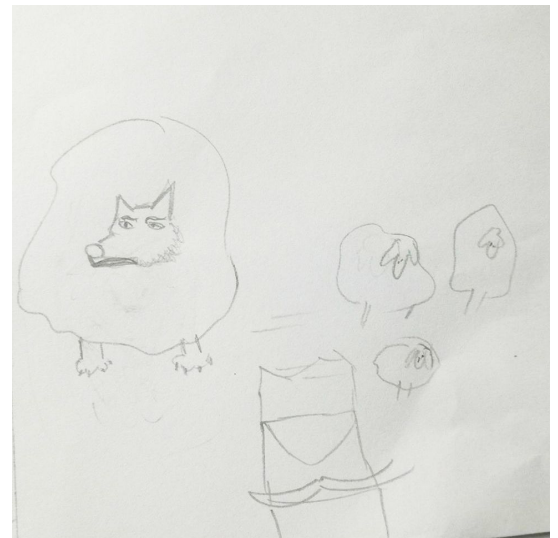
The user chose run. All the sheep's start to run on the right side and leave the wolf exposed behind.

Interaction: no one.

Sound:

running sound and sad music at the end.

Time: 5min;



# THE END

Illustration: Amalia Dunca  
Code: AmaliaDunca

Action/plot: end picture

Sound: intense rock musik;

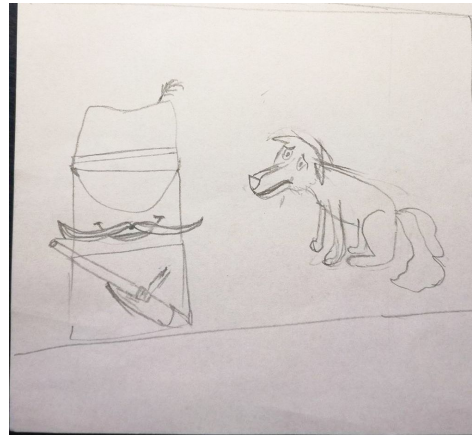
Time: 5min;

## MESSAGE:

Don't make unnecessary  
enemies, you don't know  
when you might need them.

or

Don't judge a book by his  
cover.



Action/plot:

The hunter found the wolf.

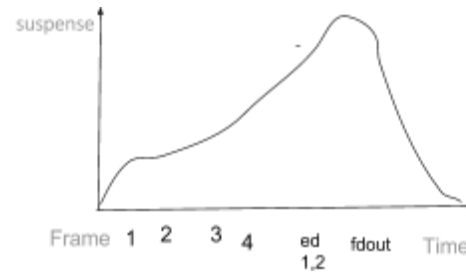
Sound: sad music.

Time: 3 sec.

## GENRE / MOOD:

Humorous, tragic;

*Analyzed with the Narrative curve*



**Prelude:** first frame, intro picture, revile the place where the action is gona take place.

### **Presentation:**

The user meets the main character “the old wolf” who is hiding from the hunter .(frame 2)

### **Point of no return:**

The wolf decide to run towards the sheep’s and pretend is one of them.(frame 3).

### **Rising action:**

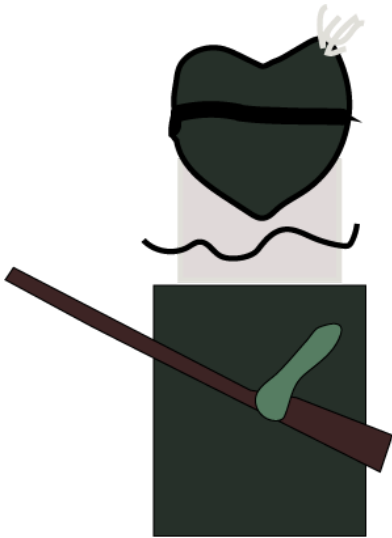
With the user’s help the sheep’s can get revenge and unmask the wolf. (frame 4) .

**Climax:** The wolf is trapped by the sheep’s, the hunter arrives and by mistake he reveals his identity.(ending 1,2) .

### **Fade out:**

The wolf is unmask and the hunter will decide on his fate (end picture).

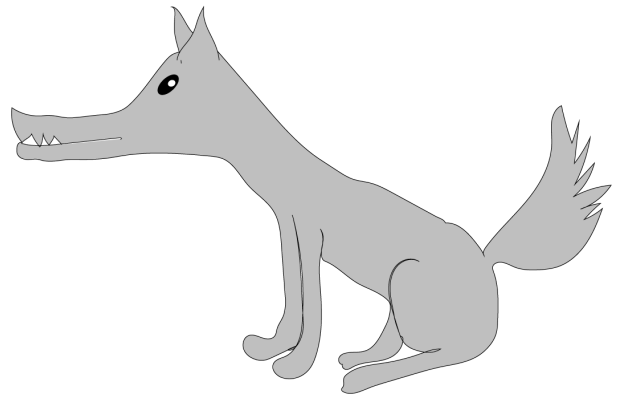
Work sheet  
Character Sheet



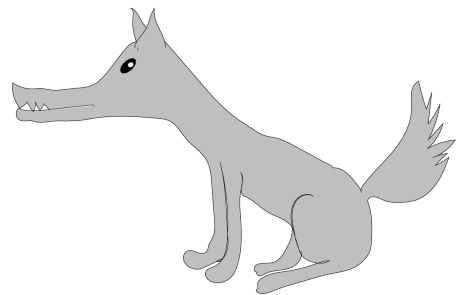
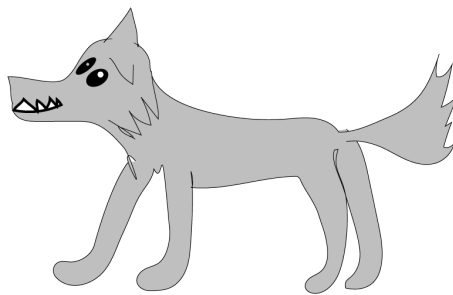
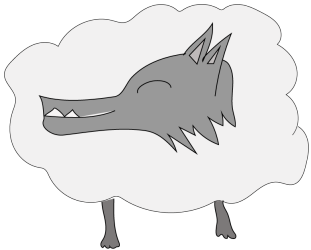
Hunter



sheep



the old wolf



Work sheet

Main character - The old wolf

What drives the main character:

Survival

Character main goal:

Stay alive

Character friends and enemies:

Friends: he doesn't have friends.

Enemy: the shepherd, the sheepdogs and the hunter

What is at stake for the character:

Safety and food

What the character needs to fulfill its goal / mission:

Hunt for food and escape the hunter

Work sheet Physical- Psychological-  
Sociological 0.1

Main character name: old  
wolf

Gender: male

Age: 10

Height: 0.75m;

Weight: 25kg;

Eye color: black;

Hair color: grey;

Distinguishes marks: the  
mouth is more long than a  
normal wolf, and is smaller,  
like a dog.

Weakness: the taste of  
young sheeps;

Enhanced features:  
capability of disguised,  
sense of humor.

Handicap: not very smart,  
and kind of silly.

Strengths: full little sheeps.

Build : circle and  
rectangle.

Social/family:

Parents: Mr. & Mrs.  
Wolfstein

Siblings: 10

Marital Status: Unmarried

Relationship: Single

Pet: No

Friends: No

Ethnicity: eurasian

Eating Habits: Rabbits,  
sheeps

Main mode of  
transportation: walking

Workspace: forest

Important items: teeth and  
gloves

Weakness: lonely

Accent: -

Living Space: forest



Work sheet Physical- Psychological  
02-Sociological 01

Main character name: Old Wolf

Beliefs: the strong rules the weak

Superstitions: daylight brings bad luck

Fears: The hunter and the sheep dogs

Prefers groups or solitarily life:

solitariness

Planned-out or spontaneous:  
spontaneous

Hobby: howl at the moon, discover new territories

Prejudices: All humans are bad, sheeps are dumb

Stressors: hunger

Ambitions: be the king of the forest

Addictions: blood

Journal Entries (keeps diary): No

Leader or follower: Leader

Music or Book preference:  
birds singing

Sleeping habits: Sleep during day

How x relax: sleeping

Recreation: sleeping

What does excites: the sight of a prey

Obsessions: -

As seen by others: dummy

As seen by self: very smart

Special memories: fight with 4 sheep dogs

Nightmares: he'll be shot by the hunter

Clothes: fur

Costume: sheep

Color: white

Style: sheep

Uniform / Specific outfit: -

Rank: -

Embroidery: -

## Work sheet

### Second character - The hunter

Character role/part in the story:

The old wolf's enemy

Character main goal:

To catch the wolf alive

Character friends and enemies:

Friends: the shepherd

And his sheep

Enemy: the old wolf

What is at stake for the character:

To have less predators for the deers so he can have more deers for himself

What the character needs to fulfill its goal / mission:

To kill the old wolf



