

Doraemon - Sprint 1 (Ideation Example)

Character Selected: Doraemon

Reason: I selected Doraemon since he was my favorite cartoon character during my childhood. His Endy nature, unbelievable gadgets, and good role towards Nobita's life make him very special.

About Doraemon

Doraemon is a robot cat from the 22nd century who comes back in the past to help a boy named Nobita Nobi. He is sent by Nobita's great-great-grandson to transform Nobita's life in the current era so that his children will have a better future. Doraemon is blue, earless (due to an accident with a machine), and stores the new technology inside a 4D pocket. He travels with Nobita in present-day Tokyo and is a supportive partner to Nobita's daily problems and activities. By showing so many stories, Doraemon's life consists of ordinary human emotions and next-generation technology and therefore this cartoon world is also funny as well as rational.

Personality & Habits

Doraemon has a huge but generous, human, and strict smote, yet generous, human-like, and strict personality at times I'm, yet generous, human-like, and strict personality at times es personality. He keeps on trying to provide Nobita with some good advice despite Nobita's habitual unawareness of what he says. Doraemon loves dorayaki (bean cakes) and has an easily distracted mind when food is involved. Mice are not like disliked by him since they remind him of the accident in which d by him since they remind him of the accident where disliked by him since they remind him of the accident in which in he lost his ears. Doraemon, having once been a robot, is excessively human-like in his emotional reactions—he laughs, scolds, and even gets frightened. His task most of the time is to assist Nobita in fixing problems with devices, yet the devices end up causing

problems by themselves whenever Nobita is able to discover methods of utilizing them. Doraemon depicted concepts of responsibility and friendship through this.

Gadgets & Skills

The most stereotypical feature of Doraemon is his 4D pocket containing an endless number of future gadgets and gizmos.

Among his favorite gadgets are the Take-copter (a propeller that whisks you flying off into the air), the Anywhere Door (a doorway to anywhere in the world in a second), and the Time Machine (hidden in Nobita's desk drawer). They tend to sweep Nobita into danger and into odd situations when misused. Doraemon's asset is that he is aware of how all the gadgets' function and how he must use them wisely. His gadgets are symbols of imagination, intelligence, and creativity that are accountable for the popularity of the show.

Friends & Relationships

Doraemon is fond of Nobita and acts like an elder brother and caretaker of Nobita. He never fails to rescue Nobita from school problems, bullies, and all other daily problems. Doraemon's closest friends other than Nobita are Shizuka, Gian, and Sueno-even though the latter are done with constant fights with Gian and Sueno. Doraemon's friendship with Shizuka is like that of a father since he himself helps Nobita in pursuing her. He also undergoes immense frustration because of gadget abuses by Nobita but never abandons him. By way of competition and friendship, Doraemon develops loyalty, trust, and friendship for better or worse.