

STORYBOARD & WORKSHEET

02.02: Storytelling & Character Design

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STORY

Story

Her love for food takes a twisted turn.

She is hungry (and getting hangry) and is merrily on her way with her pet, to her favorite local food stand. But all her favorite food is sold out.

She was ready for a food frenzy. It turned into a blood frenzy.

Genre

Fantasy, horror, love.

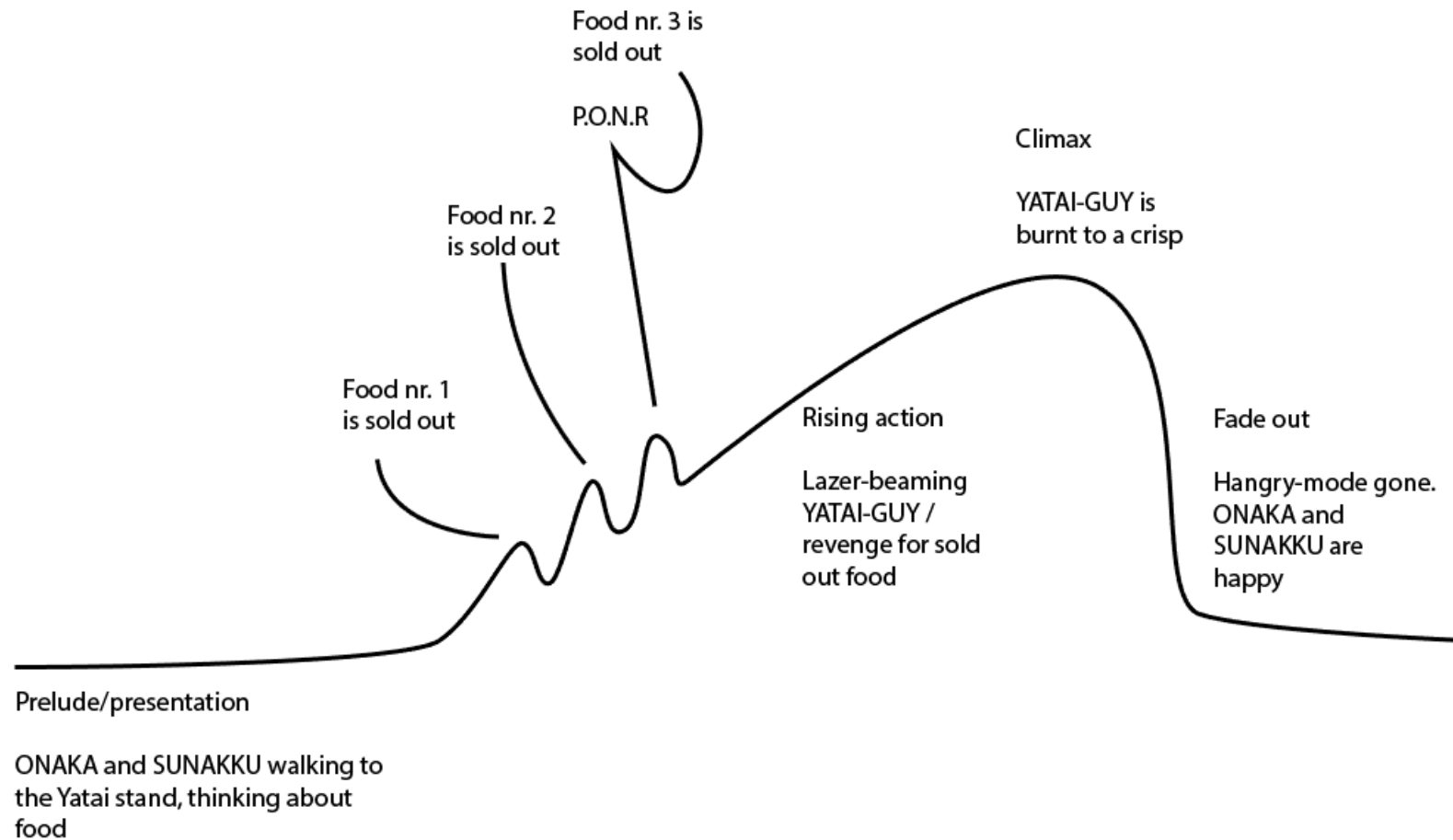
Message

Beware of the hangry-monster.

Characters

Main character is ONAKA. Helper is her pet SUNAKKU. The enemy is food stand owner YATAI-GUY.

DRAMATURGIC CURVE



STORYBOARD

Title Frame



Action/Plot

ONAKA is hungry. She goes to get her favorite food. It is sold out.

Interaction

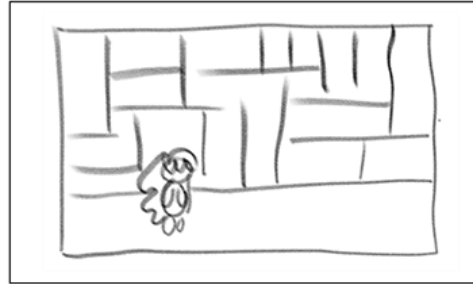
Sound

Funky music playing.

Time

5 seconds

Frame 1



Action/Plot

ONAKA enters.

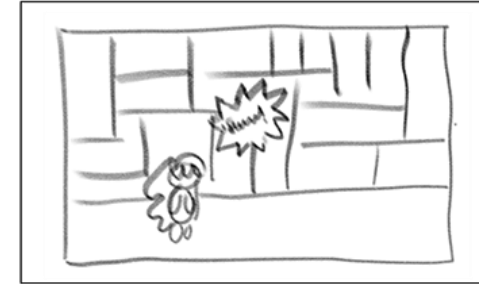
Interaction

Sound

Time

5 seconds

Frame 2



Action/Plot

ONAKA calls for her pet. SUNAKKU!

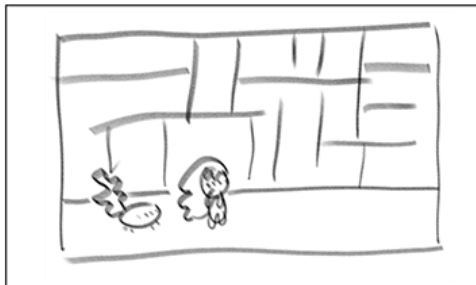
Interaction

Sound

Time

2 seconds

Frame 3



Action/Plot

Her pet SUNAKKU enters.

Interaction

Sound

Time

4 seconds

Frame 4



Action/Plot

ONAKA says "lets go".

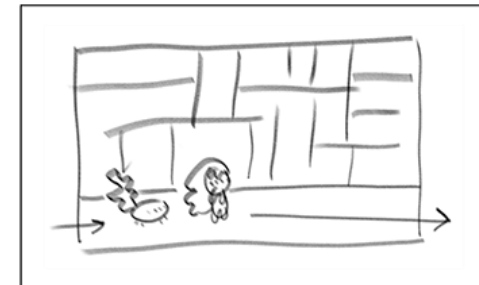
Interaction

Sound

Time

2 seconds

Frame 5



Action/Plot

ONAKA and SUNAKKU start walking.

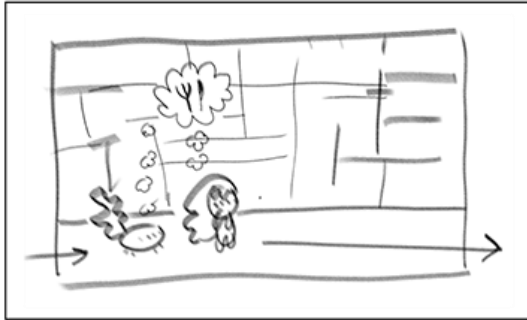
Interaction

Sound

Time

10 seconds

Frame 6



Action/Plot

Thinking about food as the walk.

Sound

Interaction

Time

5 seconds

Frame 7



Action/Plot

Thinking of favorite food.

Sound

Interaction

Time

5 seconds

Frame 8



Action/Plot

ONAKA and SUNAKKU arrive at the Yatai stand / food stand.

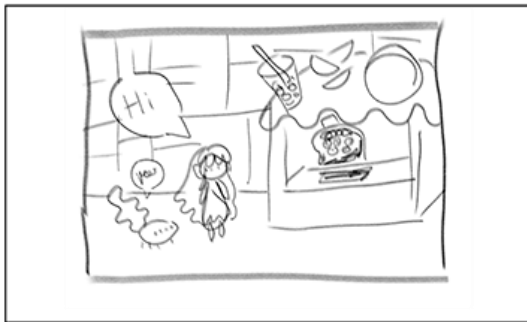
Sound

Interaction

Time

5 seconds

Frame 9



Action/Plot

ONAKA and SUNAKKU greet YATAI-GUY "Hi".

Sound

Speech/sound that doesn't make sense.

Interaction

Time

5 seconds

Frame 10



Action/Plot

YATAI-GUY greets ONAKA: "Hello".

Sound

Speech/sound that doesn't make sense.

Interaction

Time

5 seconds

Frame



Action/Plot

ONAKA orders bubble tea.

Sound

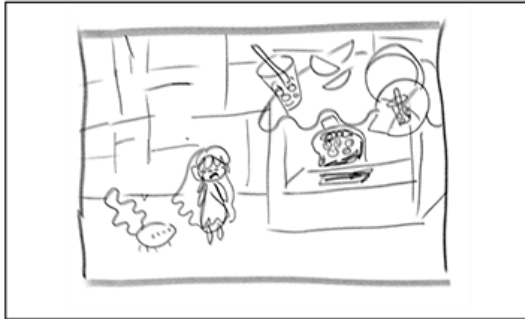
Same speech.

Interaction

Time

5 seconds

Frame 12



Action/Plot

YATAI-GUY says the bubble tea is sold out.

Sound

Speech/sound that doesn't make sense.

Interaction

Time

5 seconds

Frame 13



Action/Plot

ONAKA orders gyoza.

Sound

Speech/sound that doesn't make sense.

Interaction

Time

5 seconds

Frame 14



Action/Plot

YATAI-GUY says the gyoza is sold out. ONAKA and SUNAKKU look unhappy.

Sound

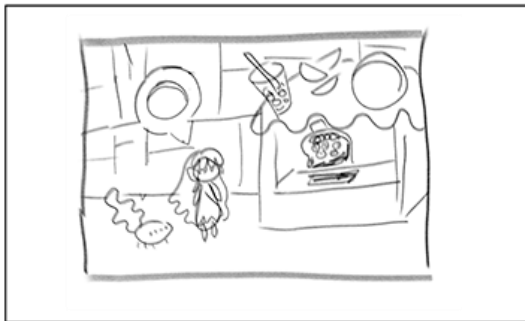
Speech/sound that doesn't make sense.

Interaction

Time

5 seconds

Frame 15



Action/Plot

ONAKA calms down and orders a hodeok.

Sound

Speech/sound that doesn't make sense.

Interaction

Time

5 seconds

Frame 16



Action/Plot

YATAI-GUY says the hodeok is sold out. ONAKA and SUNAKKU are furious.

Sound

Speech/sound that doesn't make sense.

Interaction

Time

5 seconds

Frame 17



Action/Plot

YATAI-GUY says the hodeok is sold out. ONAKA and SUNAKKU are furious.

Sound

Same speech.

Interaction

Time

5 seconds

Frame 18



Action/Plot

ONAKA is furious and asks if they are all sold out. YATAI-GUY is uneasy.

Sound

Speech/sound that doesn't make sense.

Interaction

Time

5 seconds

Frame 19



Action/Plot

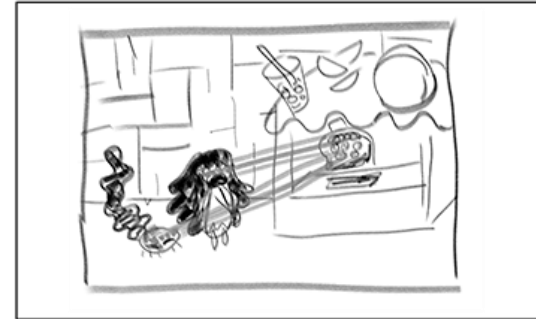
Their hair grows long and dark. ONAKA and SUNAKKU enter HANGRY mode.

Sound

Time

5 seconds

Frame 20



Action/Plot

YATAI-GUY has to suffer. ONAKA and SUNAKKU shoot red lazy beams at YATAI-GUY.

Sound

BZZZT lazer sounds.

Time

5 seconds

Frame 21



Action/Plot

YATAI-GUY is on fire.

Sound

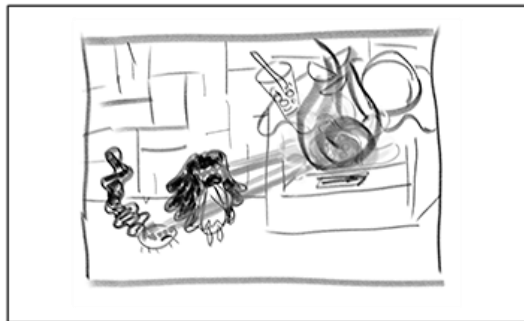
BZZZT.

Interaction

Time

5 seconds

Frame 22



Action/Plot

Fire and smoke.

Sound

BZZT

Interaction

Time

5 seconds

Frame 23



Action/Plot

YATAI-GUY is burnt to a crisp. ONAKA and SUNAKKU halt their lazars.

Sound

Interaction

Time

5 seconds

Frame



Action/Plot

Sound

Interaction

Time

Frame



Action/Plot

Sound

Interaction

Time

Frame



Action/Plot

Sound

Interaction

Time

Frame



Action/Plot

Sound

Interaction

Time

Frame 24



Action/Plot

Sound

ONAKA and SUNAKKU are happy. YATAI-GUY is TOAST (burnt toast)...

Interaction

Time
5 seconds

Outro/ Credentials



Action/Plot

Sound

Funky outro music.

Interaction

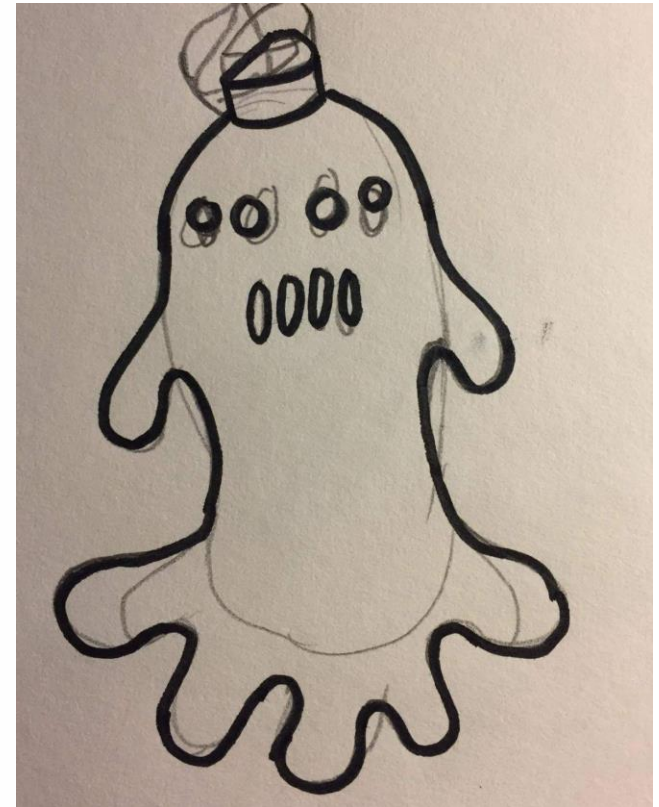
Time
5 seconds

Work sheet

Character sheet

Story name: HANGRY

Character names: ONAKA (main character), SUNAKKU
(pet/helper), YATAI-GUY



2-3 characters (front) side by side

Your name: _____

Work sheet

Model sheet

Story name: HANGRY

Character name: ONAKA

HANGRY



Your name: _____

Work sheet

Story name: HANGRY

Character name: ONAKA

What drives the main character:

(Choose one: survival, safety and security, love and to “belong”, need to know and understand, selfworth and selfesteem, God and the noble cause, selfrealization)

Hunger

Character's main goal:

Buy and eat her favorite food from the food stand (Yatai).

What is at stake for the character:

Not being able to eat her favorite food (gyoza, bubble tea, hoddeok).

Character's friends and enemies:

Her pet “SUNAKKU” is her friend.

The enemy is the YATAI-GUY who owns the food stand (favorite food sold out).

What the character needs to fulfill the goal/ mission:

EAT FOOD OR DESTROY YATAI-GUY.

Your name: _____

Work sheet Physical - Psychological - Sociological 01

Main Character name: ONAKA

Gender(s) Female
Age Unknown
Height Average
Weight Average/slim
Eye color Giants Orange / #FF591B
Hair color Ultra Pink / #FD55FF
Distinguishes marks (tatoo, piercing, scars) None
Illnesses None
Enhanced features Strength and hunger
Strengths Great taste in food.
Handicap None
Weakness Volatile temper
Build (basic shape) Flowy, fluid, soft

Social/family

Parents None
Siblings None
Marital status Unmarried
Relationship In a relationship
Pets Yes (SUNAKKU)
Friends Yes
Enemies YATAI-GUY and costumers
Ethnicity N/A (monster/japanese)
Eating habits Will kill for food (literally).
Main mode of transportation Walking
Workspace None
Important items Her pet SUNAKKU, food
Weakness Easily hangry
Accent Japanese
Living space Apartment w. pet

Your name: _____

Work sheet Physical - Psychological 02 - Sociological 01

Main Character name: _____

Beliefs Food

Superstitions None. She is a monster.

Fears Sold out food.

Prefers groups or solitary life Solitary life.

Planned-out or spontaneous Spontaneous. Acts on feelings (desire). Nightmares SUNAKKU dying

Hobby Cooking, eating, playing with SUNAKKU, others.

Prejudices None.

Stressors Sold out food.

Ambitions _____

Addictions Bubble tea, gyoza, hoddeok.

Journal entries(keep diary) Food diary.

Leader or follower Leader

Music & book preferences New Retro Wave and comics

Sleeping habits Sleep deprived night owl

How does x relax Comics, video games, cooking

Recreation Walking SUNAKKU

What excites Food

Your name: _____

Obsessions Bubble tea, gyoza, hoddeok

As seen by others Sweet, great cook

As seen by self Sweet, great cook

Special memories Tasting favorite food for the first time

Clothes

Costume Dress

colors Purple, pink and green

style Simple, girly

uniform/specific outfit Pink/purple dress

Rank None

Embroidery None

Belt, hat None.

Decoration Scallop details (bottom of her dress)

Work sheet

second character

Story name: HANGRY

Character name: YATAI-GUY

Characters role/part in the story:

Yatai (food stand) owner. Enemy.

Characters main goal:

To sell food and defend the food stand from ONAKA.

What is at stake for the character:

His food stand/livelihood and life.

Characters friends and enemies:

Enemy/friend is hangry ONAKA.

What the character needs to fullfill goal/ mission:

Defend the food stand and not die (by hangry ONAKA).

Your name: _____