

HUDEIFER ESA

Character design,  
Storytelling

02.02.01

## Content:

Storyboard

Message

Genre/mood

Analyzed with the narrative curve

Actantial model sequence (optional)

Style tile

Work sheet

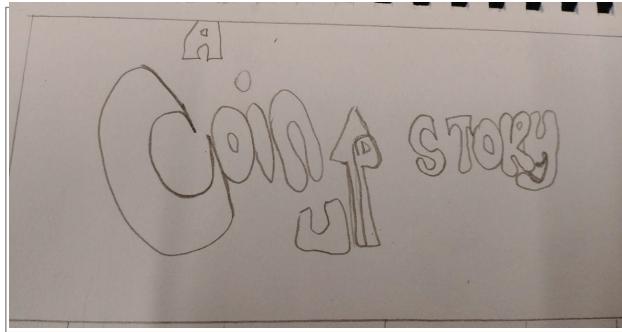
Background

Sprite sheet

Link to animated sprite sheet

Extra Graphics (optional)

Scene no:



Action / Plot:

Comes after the prelude. has been completed.

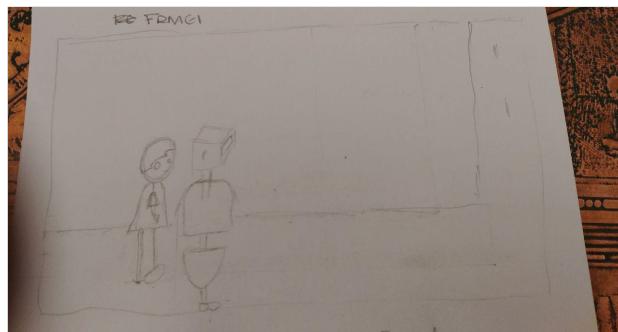
Time:

3 seconds

Interactive elements:  
None.

Sound / Music:  
Classic hiphop drum instrumental.

Scene no:



Action / Plot:

Roboy and Jaja walk silently, though jaja is slightly ligering behind Roboy. something is heavy on his mind.

Time:  
5 seconds

Interactive elements:  
None

Sound / Music:  
Moody instrumental but quite, mainly hear footsteps and Roboy clanging metal.

Scene no:



Action / Plot:

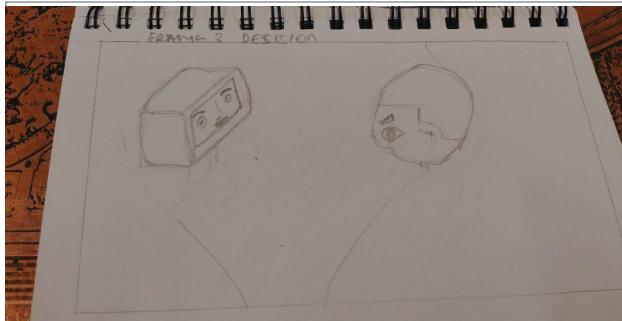
Jaja Starts thinking about roboy, how sad he looks, and how important that missing screw is to roboy.

Time:  
15 seconds

Interactive elements:  
None

Sound / Music:  
Jaja's inner voice speaking, moody instrumental continues.

Scene no:



Action / Plot:

Jaja turns to Roboy and he says he will get his missing screw back, but only if Roboy agrees.

Time:  
20 seconds

Interactive elements:  
None.

Sound / Music:  
Moody instrumental gets louder, morphing into theatrical and uplifting music. +plus voices.

Scene no:



Action / Plot:

As they continue to walk they encounter infamous okuru, okuru smirks, and jaja groans. they begin walking to one another

Time:  
8 seconds

Interactive elements:  
None.

Sound / Music:  
theatrical and uplifting music. +plus voices/noises

Scene no:



Action / Plot:

After demanding the screw back, okuru informs Jaja that he had won it, and that he has to win it back if he wants it. He has to stake his own coin.

Time:  
22 seconds

Interactive elements:  
None.

Sound / Music:  
theatrical and uplifting music. 808 drums return, +plus voices/noises

Scene no:



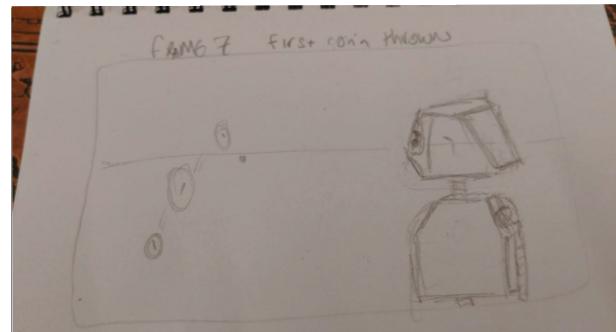
Action / Plot:  
Jaja looks at his own coin, and begins thinking. After a moment he decides to play, which is illustrated by him closing his fist.

Interactive elements:  
None

Time:  
10 seconds

Sound / Music:  
theatrical and uplifting music.  
808 drums return, +plus  
voices/noises

Scene no:



Action / Plot:  
Okuru tosses his coin first, and lands very close to the wall, only character in the frame is Roboy and he looks shocked!

Time:  
15 seconds

Interactive elements:  
None

Sound / Music:  
theatrical music quiets, leaving a faster bpm drum beat in the background which has its volume low.

Scene no:



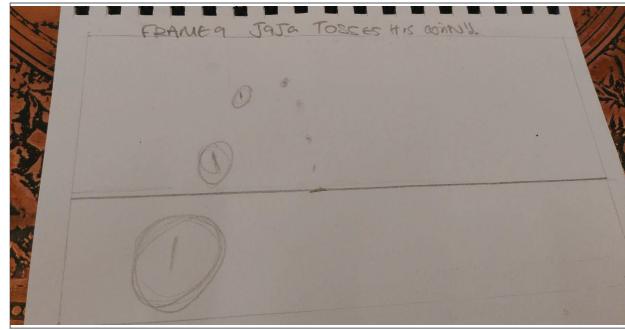
Action / Plot:  
Jaja is shocked at how close the coin landed, he shakes his head and readies himself for his throw, maybe he can get?

Interactive elements:  
None

Time:  
7 seconds

Sound / Music:  
Silence, except for the landing sound of a coin on loop.

Scene no:



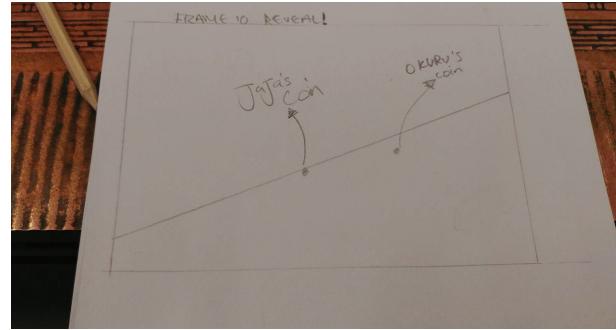
Action / Plot  
Jaja tosses his coin, and it lands.

Interactive elements:  
None

Time:  
8 seconds

Sound / Music:  
DRUM ROLL then uplifting music comes again full volume.

Scene no:



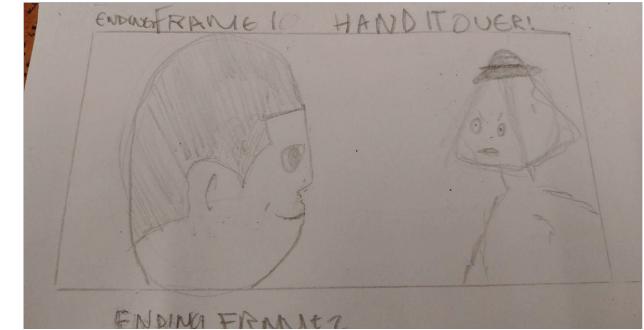
Action / Plot  
A close up on the coins, and it reveals which coin landed closest to the wall. which is indeed Jaja

Interactive elements:  
Click coin to see the owner.

Time:  
3 seconds after both coin owners have been revealed.

Sound / Music:  
DRUM ROLL as user hovers over the coins.

Scene no:



Action / Plot  
Final Scene - Okuru hands over the screw, Jaja smiles as he receives his coin.

Interactive elements:  
None

Time:  
8 seconds

Sound / Music:  
Smooth Jazz  
hiphop instrumental.

# The idea:

A robot character named Roboy is missing an important screw, a screw he lost to a character named Okuru.

Roboy's bestfriend is a human character named Jaja. Jaja and Roboy set out to retrieve Roboy's missing screw from Okuru.

The user interactions mainly occur once the story is nearly complete, a strength of having the interactions towards the end of the story is because it allows the user to relax into the story. Allowing for interaction to become natural as they are by then hopefully invested in the story.

# The Message:

The message behind the story is to show the lengths friends are willing to go for one another and its always better to take the shot even when the chances of success are slim.

# Genre/mood:

Action Drama / suspense

# Description of the story.

## The idea:

A robot character named Roboy is missing an important screw, a screw he lost to a character named Okuru. Roboy's bestfriend is a human character named Jaja. Jaja and Roboy set out to retrieve Roboy's missing screw from Okuru.

The user interactions mainly occur once the story is nearly complete, a strength of having the interactions towards the end of the story is because it allows the user to relax into the story. Allowing for interaction to become natural as they are by then hopefully invested in the story.

## The Message:

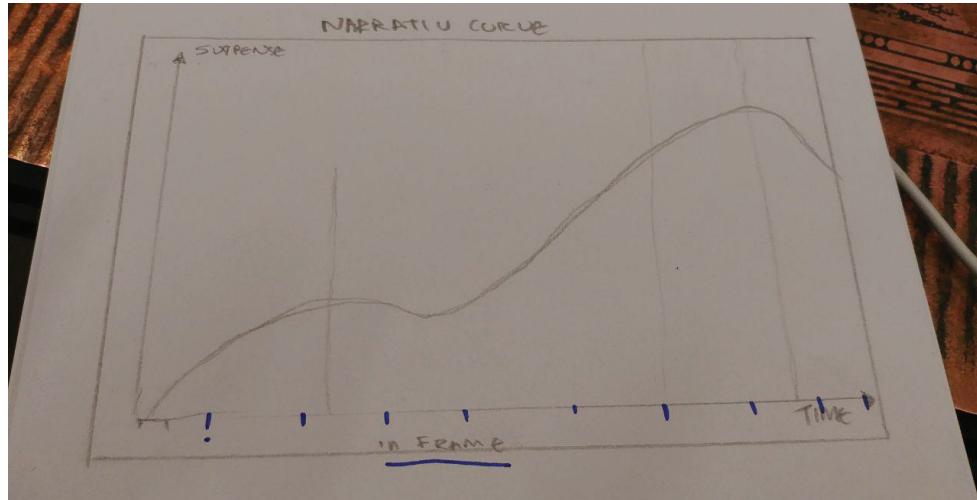
The message behind the story is to show the lengths friends are willing to go for one another and its always better to take the shot even when the chances of success are slim.

## Genre/mood:

Action Drama / suspense

# Narrative curve.

**prelude:** title picture



**poin of no return :** frame 5 game on!

**action / argumentation:** trash talk

**rising action:** Okuru tosses first, lands very close to the wall

**Climax:** jaja lands closer than ocuru

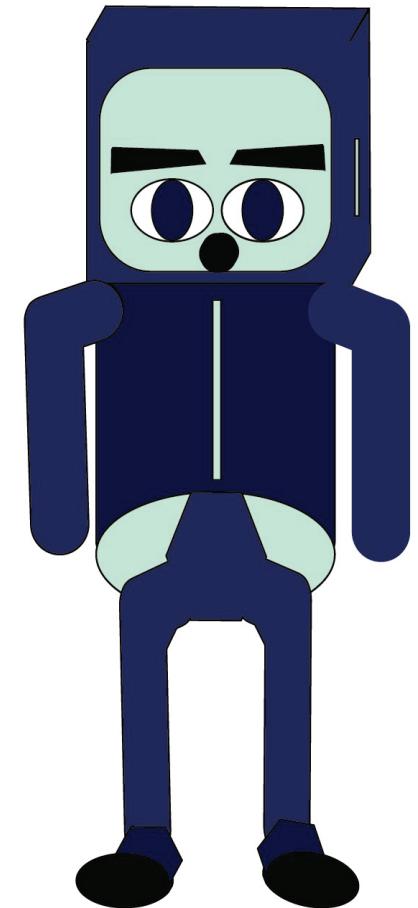
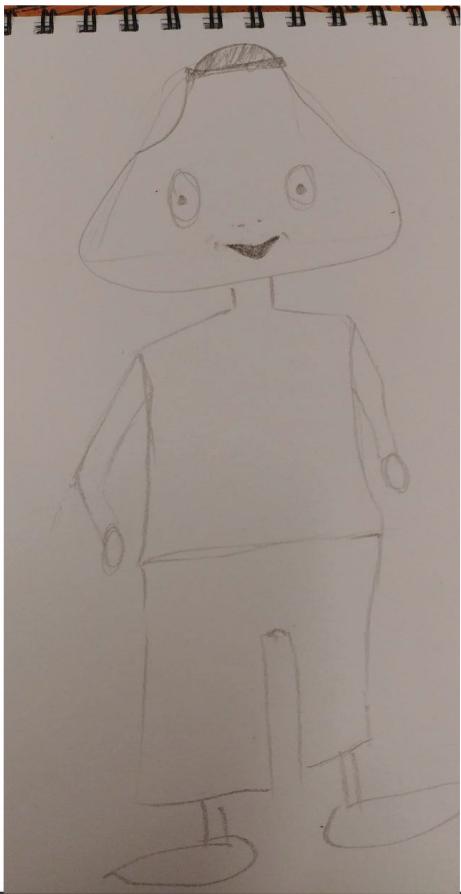
**fade out:** Happy roboy + credit

# Work sheet

## Character sheet

Story name: A COIN UP STORY

Character names: ROBOY, JAJA, OKURU



2-3 characters (front) side by side

# Work sheet

## Model sheet

Story name: A coin up story

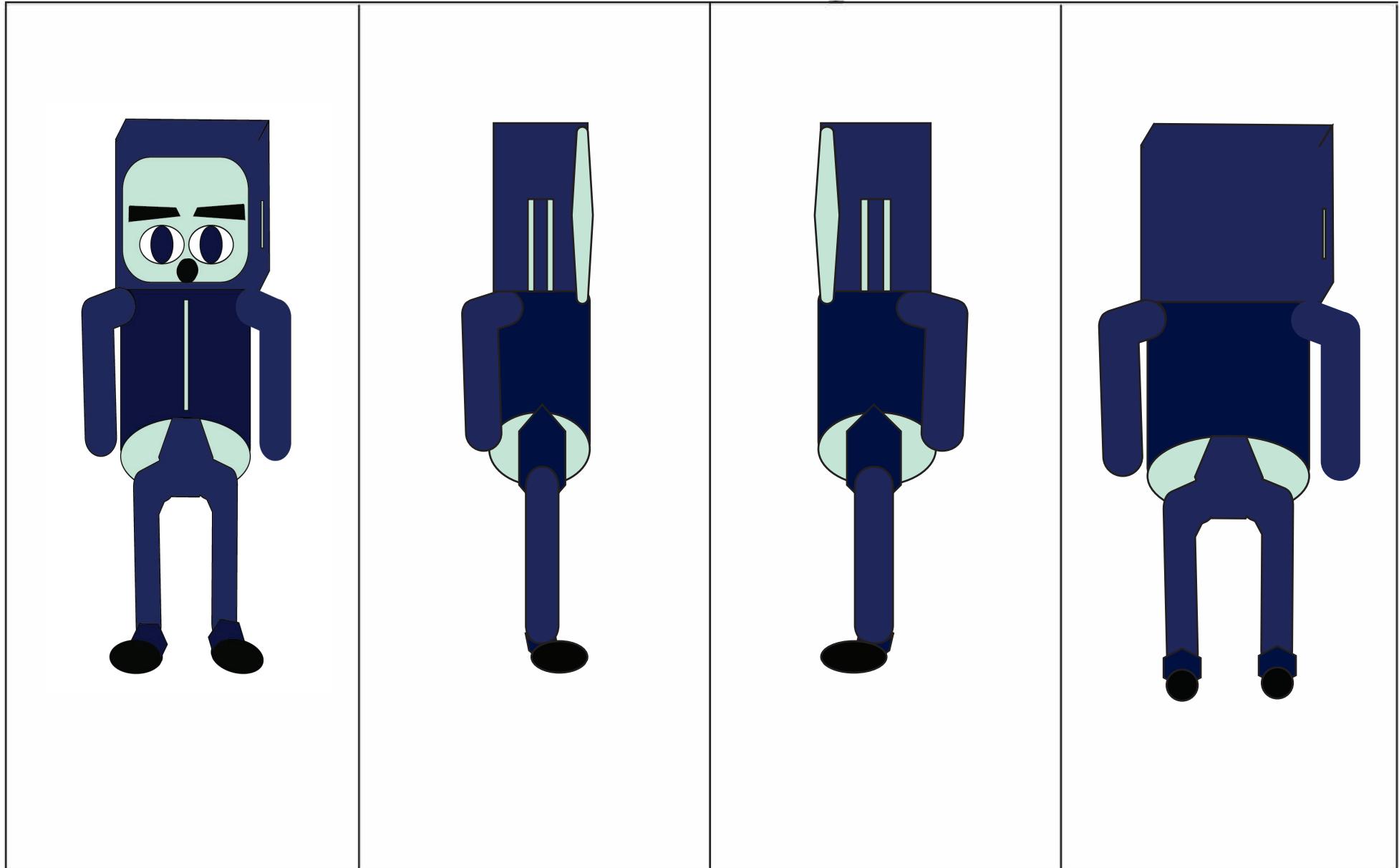
Character name: ROBOY

Front

Left side

Right side

Back



Your name: Hudeifer Esa

# Work sheet

## Pose sheet

Main character:

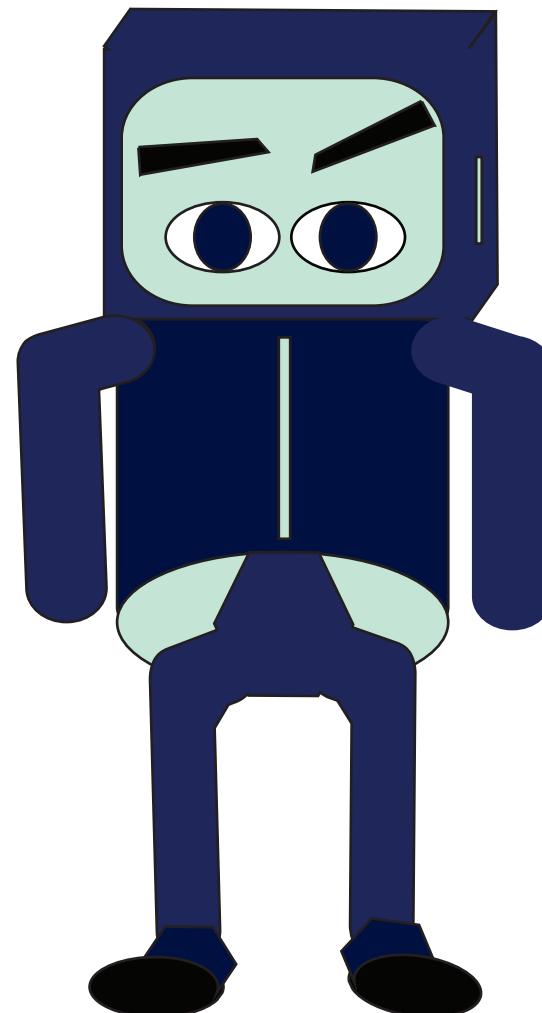
ROBOY

Core situations incl. props: ROBOY SURPRISED. ROBOY CONFUSED. ROBOY ANGRY

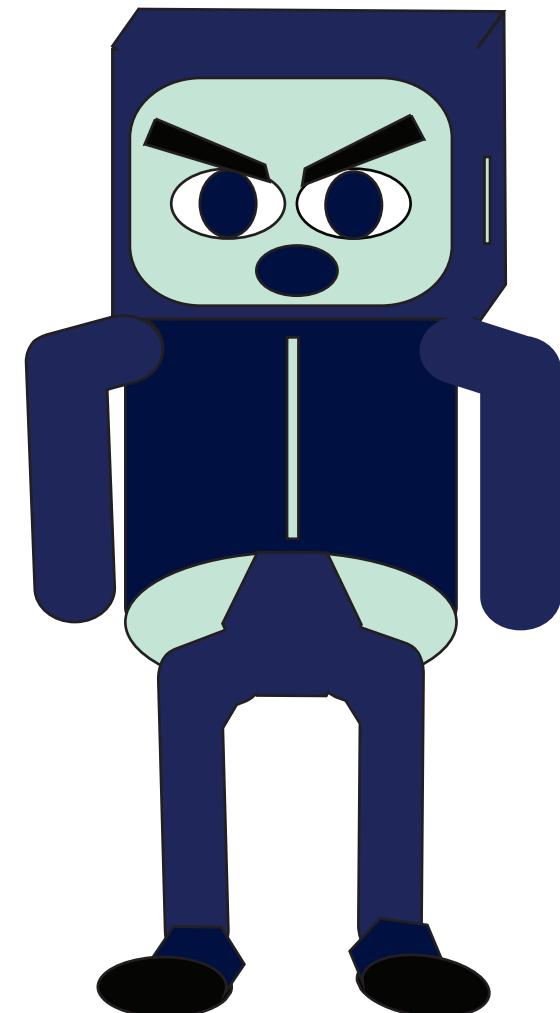
Situation 01



Situation 02



Situation 03



# Work sheet

Story name: A COIN UP STORY

Character name: JAJA

## 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)

survival

### Character's main goal:

TO RETRIEVE ROBOY'S SCREW

### Character's friends and enemies:

Friend= ROBOY

ENEMY= Okuru

### What is at stake for the character:

His one and only coin, losing to Okuru and finally Roboy not getting his missing screw.

### What the character needs to fulfill the goal/ mission:

Beat Okuru in a coin up game.

# Work sheet Physical - Psychological - Sociological 01

Main Character name: Jaja

Gender(s) Male  
Age 16  
Height 1.78 metres  
Weight 67 kg  
Eye color Black  
Hair color Black  
Distinguishes marks (tatoo, piercing, scars) Head shape, hairline  
Illnesses None.  
Enhanced features None  
Strengths Being a friend and coin up  
Handicap Doesn't really think or plan  
Weakness Roboy  
Build (basic shape) Circle head. square body.

## Social/family

Parents Deceased  
None  
Siblings \_\_\_\_\_  
Marital status Single  
Relationship N/a  
Pets ROBOY  
Friends Roboy  
Enemies Okuru  
Ethnicity N/a  
Eating habits Eats whatever is available  
Main mode og transportation Walking  
Workspace MECHANICAL GARAGE  
Important items COIN-UP COIN  
Weakness ROBOY  
Accent bRITISH SLANG  
Living space HOUSE.

# Work sheet Physical - Psychological 02 - Sociological 01

Main Character name: \_\_\_\_\_

Beliefs BELIEVES IN LOVE

Superstitions LOSES EVERY THRID COIN UP GAME

TO EXIST WITHOUT ROBOY

Fears \_\_\_\_\_

Prefers groups or solitary life Solitary life.

Planned-out or spontaneous Spontaneous

Hobby Working on Roboy's gear

Prejudices None

Stressors Anything bad that happens to Roboy

Ambitions To travel the world with Roboy

Addictions ROBOY

Journal entries(keep diary) Doesn't keep diary.

Leader or follower Leader

Music & book preferences Hiphop, science fiction

Sleeping habits Gets his 7 hours a night.

How does x relax By laughing with Roboy

Recreation Racing roboy

What excites When people like Roboy

Your name: Hudeifer Esa

Obsessions Mechanical gear

As seen by others Wierd, except for Roboy

As seen by self Minimalist and Smart

Special memories Roboy's first words, which he programmed.

Nightmares "hello world"

Nightmares Parents death, but rarely has nightmares.

## Clothes

Costume Tattered old tshirt, shorts and sneakers

colors WHITE TSHIRT, BLUE SHORTS AND BLACK TRAINERS

style Street

uniform/specific outfit Specific outfit

Rank N/A

Embroidery N/A

Belt, hat N/A

Decoration N/A

# Work sheet

## second character

Story name: A coin up story

Character name: Okuru

Characters role/part in the story:

Villain, takes part in a coin up game.

Characters main goal:

To Jaja's prized coin.

What is at stake for the character:

Roboy's screw

Characters friends and enemies:

No friends

Enemies: JAJA and Roboy

What the character needs to fullfill goal/ mission:

He needs to beat Jaja in a game of coin up.

# STYLE: FLAT DESIGN

**Contour line = black**

## **Character/Background relationship**

Contrasting colours helps character stand out"

## **Specific characteristics in style:**

Basic coloring the head shapes of the characters resemble either squares, circles or triangles. the shape of the eyes are consistent

## **Typography:**

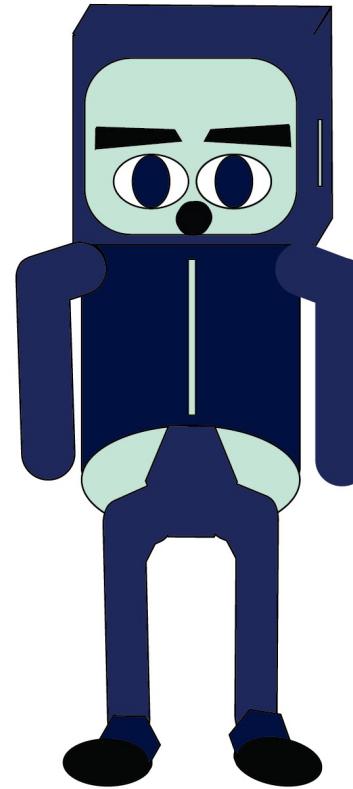
OPEN SANS: from googles flat design package

-for readability especially on the splash screen/for interaction par

# ROBOY

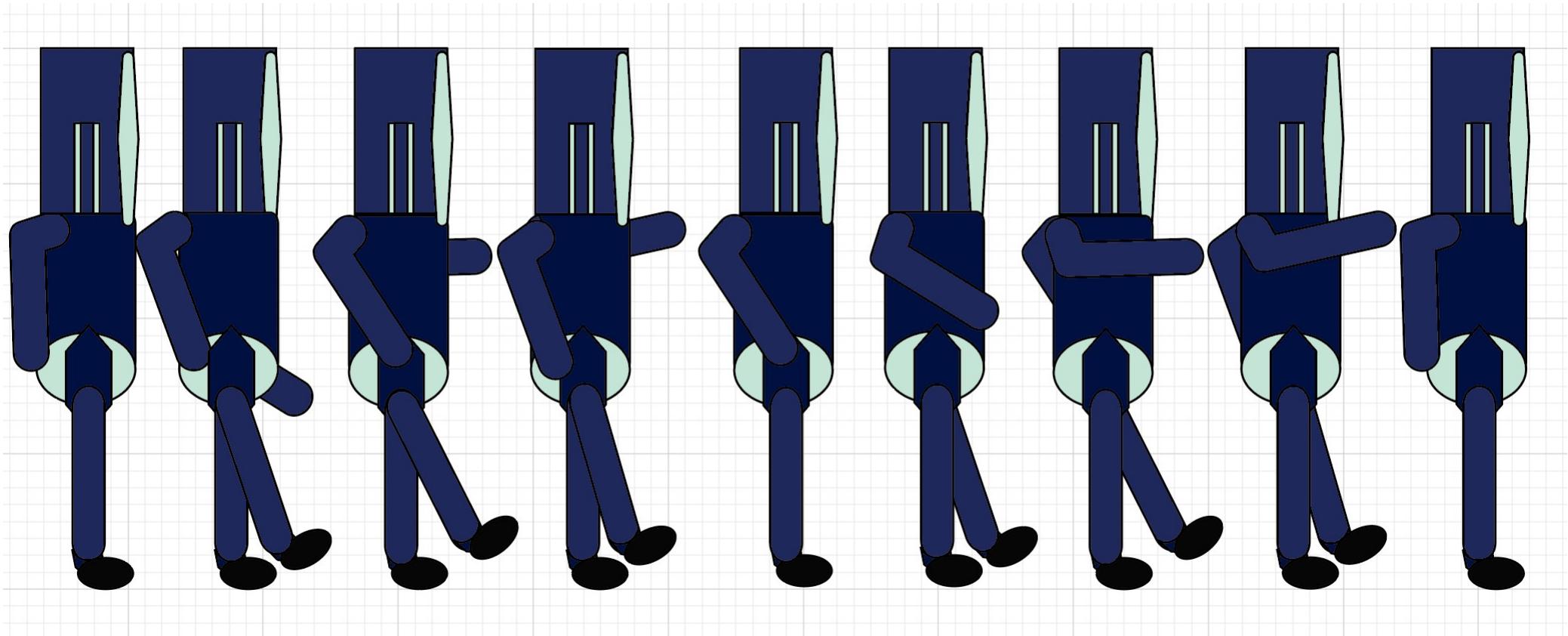
## **Colours:**

Solid colours, use considerable contrast between foreground colors and background colors.

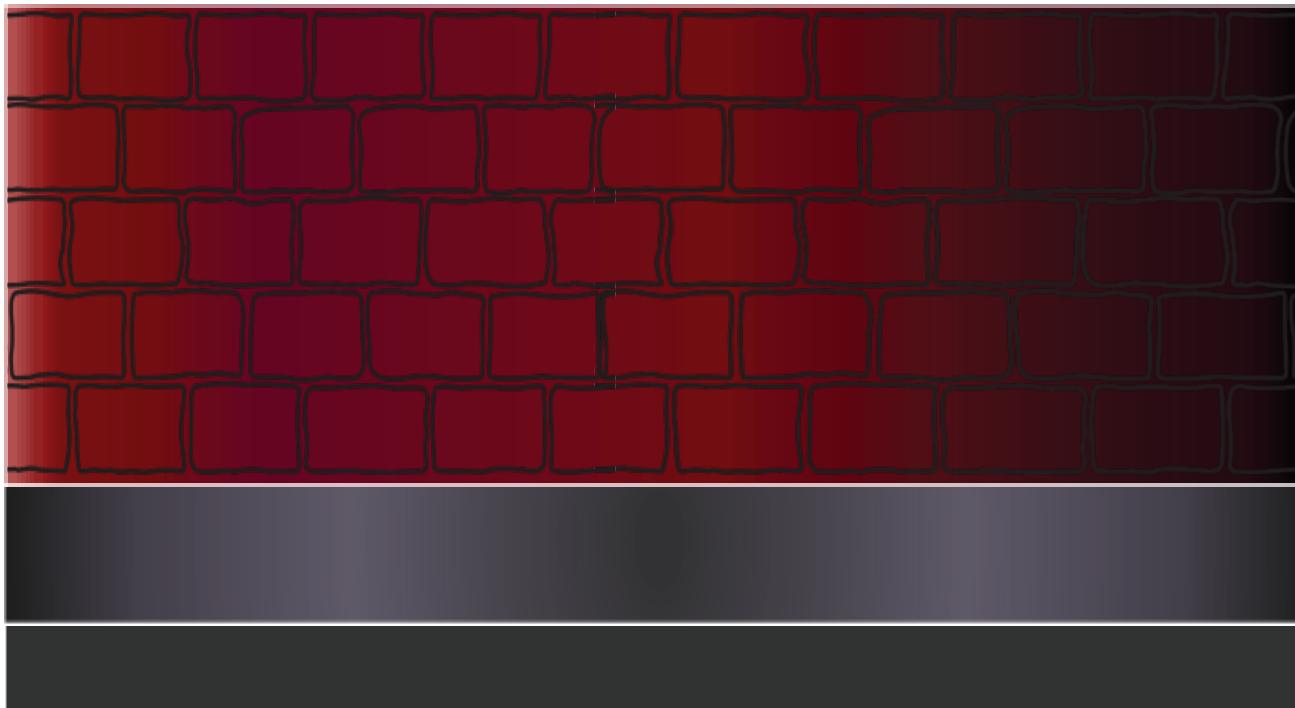


## Colours:

# Sprite sheet



# BACKGROUND



Link to animation

<http://hesa.dk/walking-animation.gif>