

Description of Idea

The idea:

My idea is to create a scenario with three characters. I've named the characters Irvine, Rinoa and Mina.

The purpose is to inform the user of a "life outside" ie. getting out of the house, travel and experience the world.

For instance:

A lot of people are afraid of experiencing what the world has to offer and continuously find themselves lounged on the couch, afraid of getting out into the real world.

My story:

In order to carry out my story I've created a setting (the interior of a pet-shop) with a large cage standing in the middle. The cage contains the penguin Mina. The sales-girl Rinoa is also present.

Irvine enters the pet-shop and an option appears above Mina's head. It should say "Stay imprisoned forever" or "Live and be free as a bird".

INTERACTION:

If you click "Stay imprisoned forever" Mina's eyes turn downwards and a large sigh is released along with exhaust air. Opposite, if you click "Live and be free as a bird" Mina will leave the cage and wiggle happily towards the entrance of the shop.

The Message:

The message tells you to try out new things, and be free as a bird. However, if you decide to sit inside your "cage", you won't get to experience the outside world.

Genre/ mood:

Freedom, playful, colorful

Styletile

Inspiration from the style “Simple Manga - Doreamon”

Contour line:

There's a thin contour line surrounding the characters.

Characters/background relationship:

The characters should be placed on a background resembling a pet-shop. The colors inside the shop are quite dull in contrast to our characters that are rather colorful.

Specific characteristics in the style:

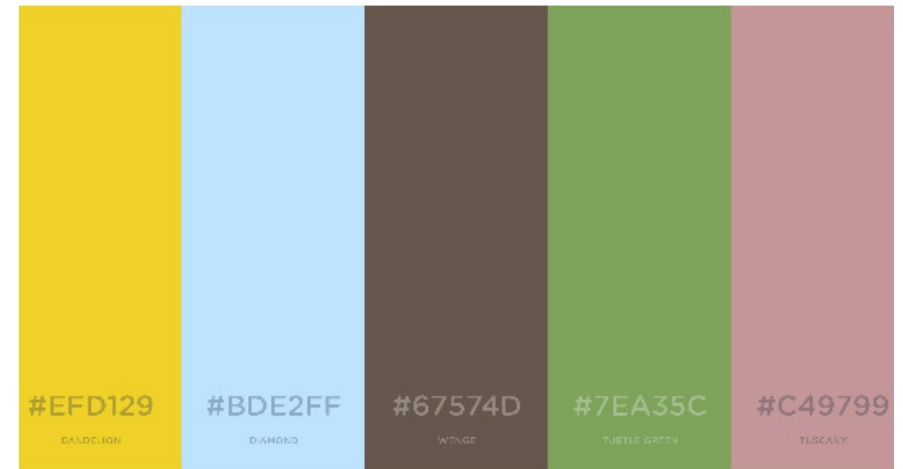
The main character (in this instance the penguin) will be able to wiggle and walk.

Typography:

I've gone for Bangers - Sans-serif typography as this represents the manga-style perfectly.

Colours:

The pet-shop will represent rather dull-colors, whereas the characters are “dressed” in colorful clothing to create contrast.





SIGH !

STAY IMPRISONED FOREVER

LIVE AND BE FREE AS A BIRD

Storyboard

Title Frame: "PETCHOP PICK"



Action/Plot: Title
Sound: piano jingle
Interaction: None
Time: ca. 7 sec.

Frame



Action/Plot: By clicking "stay imprisoned"
Sound: Dramatic drum sound
Interaction: Nina releases a "gift" from appear
Time: Indefinite
Repeat upon clicking

Frame



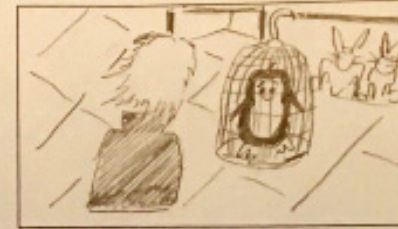
Action/Plot: Kevin steps into a petshop
Sound: piano jingle
Interaction: click Kevin and he enters the shop
Time: Indefinite
clicking makes funny sound and come back

Frame



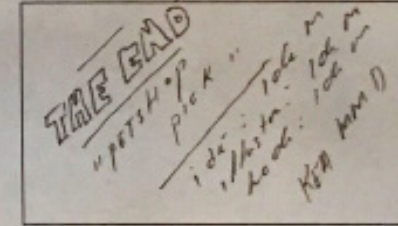
Action/Plot: By clicking "Defeat"
Sound: piano jingle
Interaction: Kevin (Kevin) was 61 and was the end of the shop
Time: Indefinite
Repeat upon clicking

Frame



Action/Plot: Kevin sees a penguin in a cage
Sound: piano jingle
Interaction: If you click Nina you get 2 options "stay imprisoned" or "stay free"
Time: Indefinite
Repeat upon clicking

Frame



Action/Plot: Ending credits
Sound: piano jingle
Interaction: None
Time: ca. 7 sec.

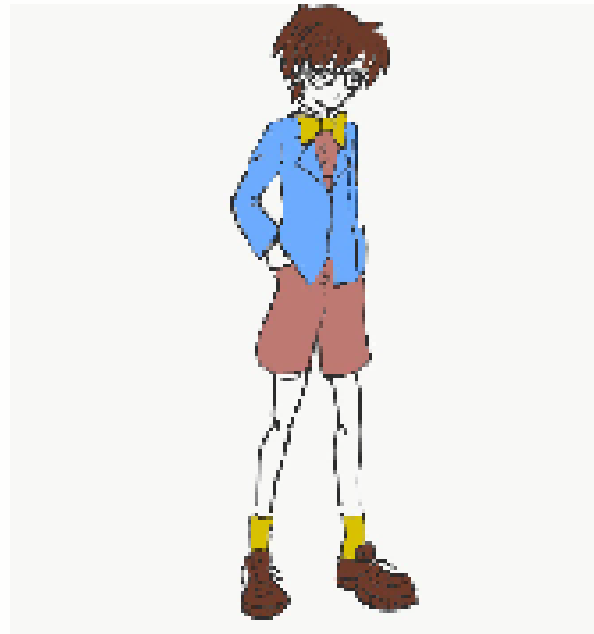
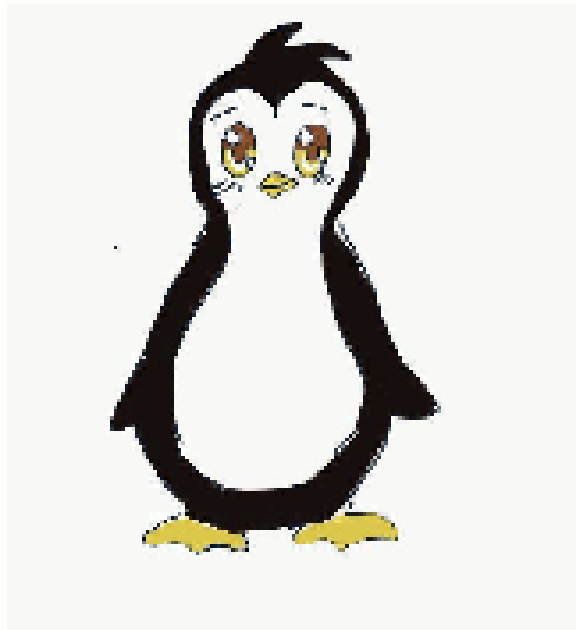
Storyboard of Petchop Pick

Work sheet

Character sheet

Story name: Two happy pats

Character names: Miss. Jones and Lisa



2-3 characters (front) side by side

Your name: Miss. Jones

Work sheet

Model sheet

Story name: "Petshop pick"




Character name: Mina

Front

Left side

Right side

Back

| | | | |
|--|--|--|---------------|
|  |  |  | Not necessary |
|--|--|--|---------------|

Your name: Ida Mejer Jensen

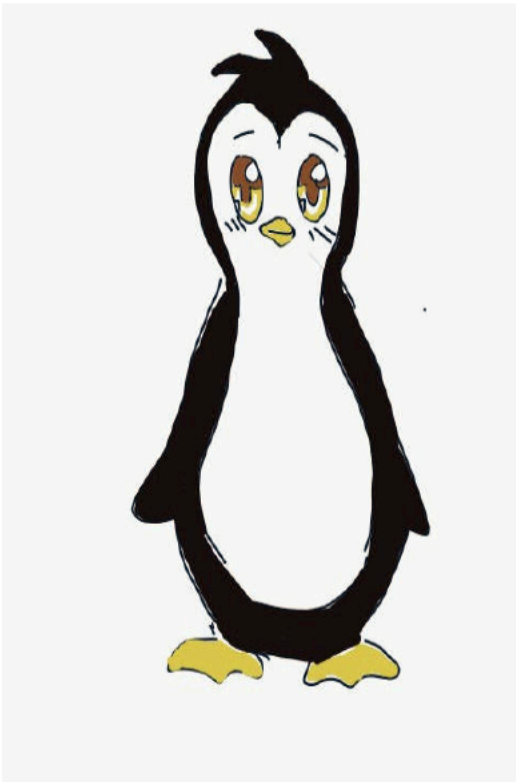
Work sheet

Pose sheet

Main character: Mina

Core situations incl. props: _____

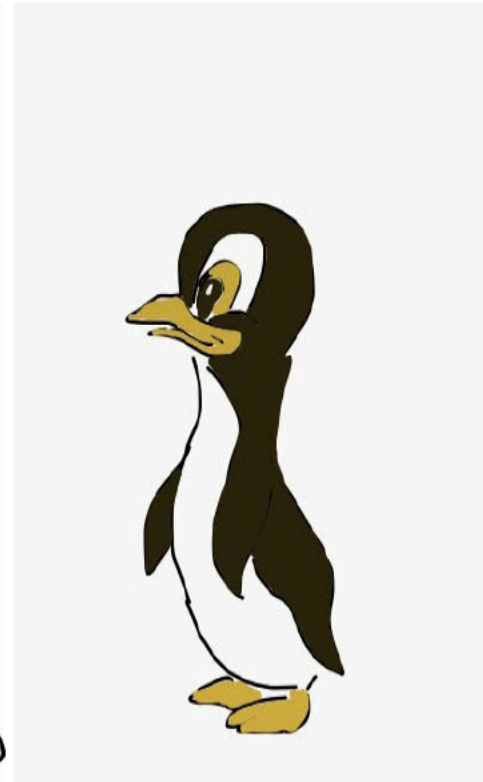
Situation 01



Situation 02



Situation 03



Your name: _____

Work sheet

Story names: **"Potshop girl"**

Character name: **Mimi**

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)

Character needs to know and understand

Character's main goals:

The main goal is to escape from the cage and become free.

What is at stake for the character:

There's a lot at stake for Mimi, as her future and freedom depends on the users choice. Will she stay in her cage and let rotten fish all her life or will she finally be free?

Character's friends and enemies:

Character doesn't have any friends because she's been imprisoned all her life.

Rino, who works at the potshop is an enemy of Mimi because she feeds her with rotten fish everyday.

What the character needs to fulfill the goal/ mission:

The character needs the user to click the button "Be free as a bird" in order to escape the cage, the potshop and Rino.

Your names: **Jon, Maja, Jorun**

Work sheet Physical - Psychological - Sociological 01

Main Character name: Mina

Gender(s) female

Age young adult

Height about 1 meter

Weight 45 kg

Eye color brown

Hair color _____

Distinguishes marks (tatoo, piercing, scars) _____

Illnesses rodnen fish makes her ill

Enhanced features her extreme cuteness, large sad eyes

Strenghts she's patient and she has a lot of love to give

Handicap she is unable to do anything from inside her cage

Weakness she knows nothing about the outside world

Build (basic shape) _____

Social/family

Parents she doesn't remember her parents, she was taken away as a baby

Siblings she doesn't remember her siblings, she was taken away as a baby

Marital status single and lonely

Relationship wants to find love

Pets _____

Friends she has no friends

Enemies rinoa is her enemy, as she keeps feeding her rotten fish

Ethnicity she came from the north pole

Eating habbits she loves to eat fresh fish but is disgusted by rotten fish

Main mode og transportation wiggles, walks slowly

Workspace she overwhelms humans with her extreme cuteness

Important items _____

Weakness she knows nothing about the outside world

Accent _____

Living space inside a pet-store in a cage

Your name: Ida Mejer Jensen