

Description of the idea

Unlucky Tucky

The main character is a professional painter from France. He will be characterized by his big head, even bigger nose and small round body. He always wears a stiped blouse, a red scarf and a beret. He is the kind of person who never gives up and always do his best. Tries to success in every way possible.

His story

In this story he has to deliver a painting to the town atelier, to make sure he has enough money for his apartment. At first, he has no ideas for his painting, but he tries so hard, so in the end he gets a painting, which isn't perfect – but It will be good enough to get enough money for the apartment.

He has to deliver his painting to the atelier, so the user has to choose which way he has to go.

- If he chooses the first road, he will fall over a rock and injure his hands.
- If he chooses the second road he falls in a banana peel and the painting falls on the painting so it will be destroyed.
- If he chooses the third road, a bucket of paint will drop down on his painting and destroy it.

The ending is not clear yet, because the message says it's okay to fail.

Message:

Either way, even though how hard you try - sometimes you will fail, but it's okay if you do your best.

Genre/mood:

Ironic, fun, educational, tragic.



Style Tile

Inspiration from the style "pop character/funny monsters"

Contour line:

There will be no contour lines or just a thin line or gradation of the main color so the characters will appear closer to the environment.

Characters/background:

The character stands out from the background due to color contrast – The main character will be colored in a bit darker color than the background. Because the character is a bit out of proportions, he will be a bit more noticeable compared to the background, which is a city in more normal proportions.

Specific characteristics in style:

The characters will have a variety of shapes, so they have a different appeal to the user. This way it will be easy to recognize the main character as he will be a small appealing man. The proportions will not fit the real human proportions, so they will be more charismatic and interesting to look at.

Examples of the style:



Typography:

For headers I will use sans serif "Abrikos DEMO", so it gives a fun and appealing look.

Example:

Abrikos DEMO

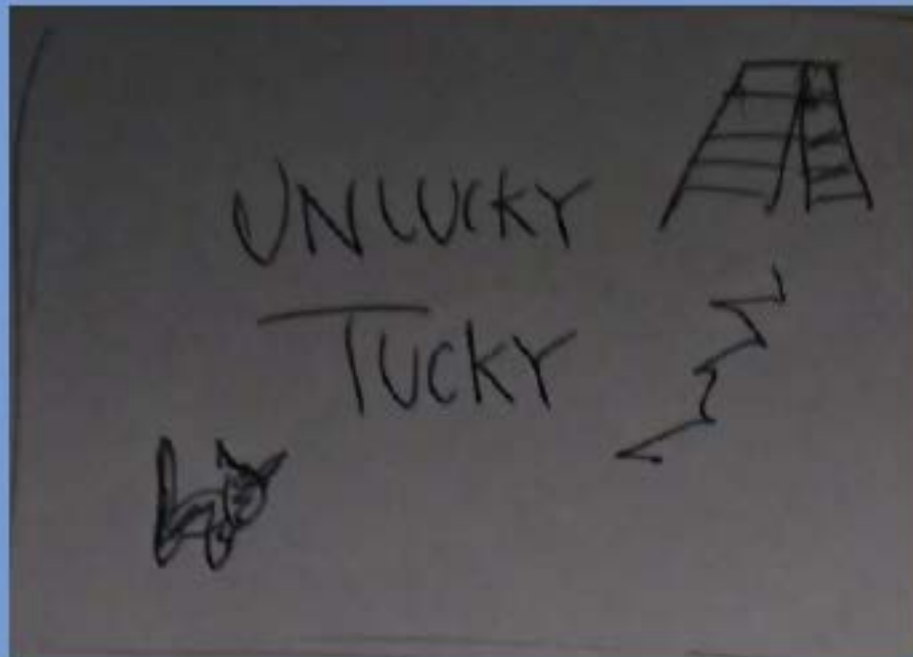
Colours:

The colors will be a bit dark and have a high contrast but in the same time be steady and deep, so the characters will feel warm. I chose complimentary colors, so the skin and the shade of his clothes will be calm to look at and not overtake the characters emotions.



Story board

Title



Plot

Title fades in.

Sound

Happy intro melodi

Interaction

Press start

Time

Till start is pressed

Scene one



Plot

Meeting mr. tucky

Sound

Happy melodi

Interaction

none

Time

3 sec

Scene two



Plot

mr. tucky doesn't have any ideas

Sound

confused melodi

Interaction

none

Time

3 sec

Scene three



Plot

help mr. tucky

Sound

Happy melodi

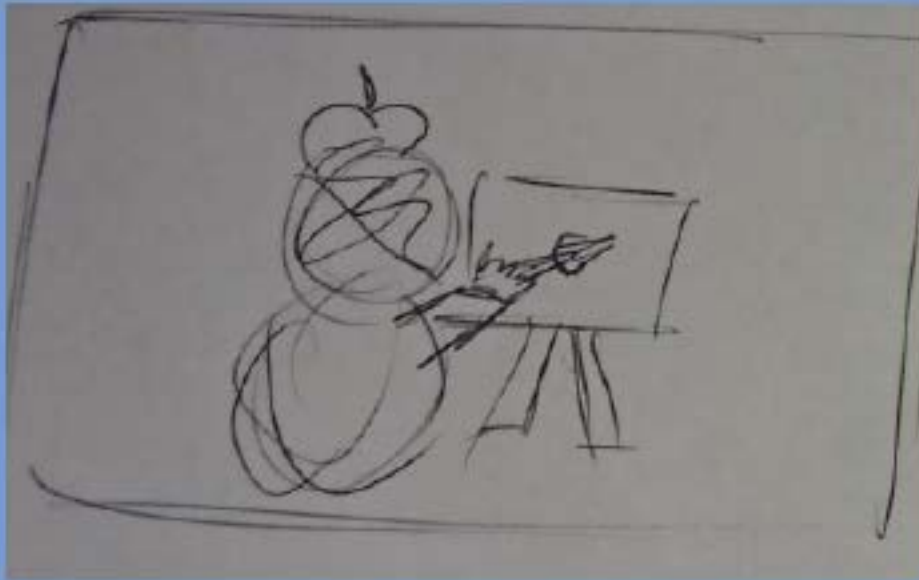
Interaction

choose between 3 ideas for his painting.

Time

till it's clicked

Scene four



Plot

tucky paints

Sound

Happy melodi

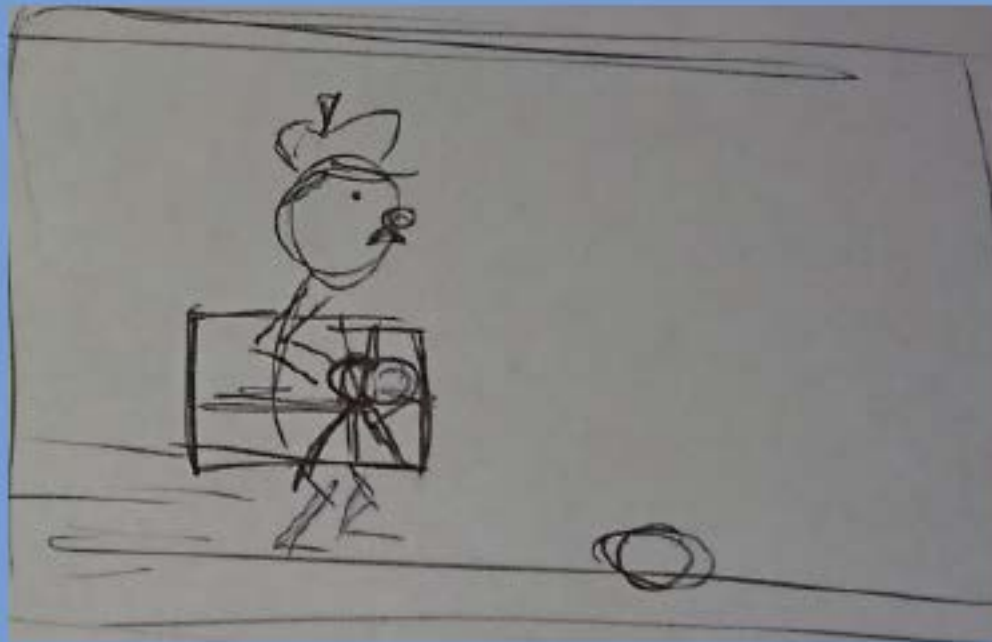
Interaction

none

Time

3 seconds

Scene five



Plot

mr. tucky goes with his painting

Sound

Happy melodi

Interaction

none

Time

3 sec

Scene six



Plot

mr. tucky falls over a rock, the painting gets torn

Sound

scared melodi

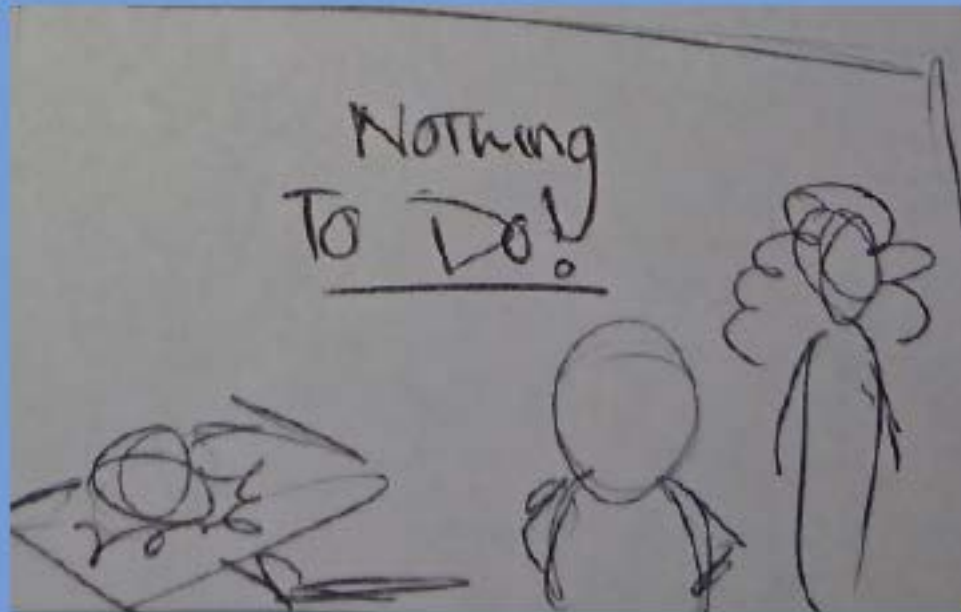
Interaction

none

Time

4 sec

Scene seven



Plot

the byers comes to Tucky

Sound

melodi

Interaction

choose if he gets another chance or no

Time

Till it is pressed

Credits

Plot

credits

Sound

melodi

Interaction

none

Time

5 sec

General

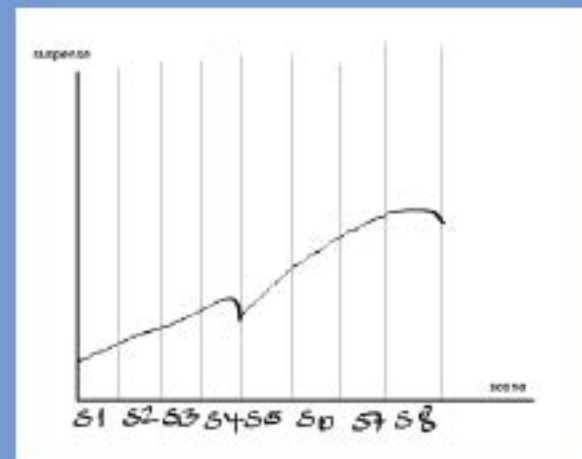
Message

Either way, even though how hard you try - sometimes you will fail, but it's okay if you do your best.

Genre/mood

Irony, fun, educational, tragic.

Narrative curve



Prelude: title image

Point of no return: when the character walks

Action: choosing between types

Climax: when he falls

Fade out: credits

Work Sheet

Work Sheet

Model sheet

Story name: Unlucky Tucky
Character name: Tucky

Front

Left side

Right side

Back



Your name: _____

Work Sheet

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]

His passion for his work

Character's main goal:

To be good enough

Character's friends and enemies:

His only friend is his pet koala.

No enemies - he's too shy

What is at stake for the character:

He will lose his apartment if he doesn't hand in a painting.

What the character needs to fulfill the goal/ mission:

A great idea for a painting, so he will earn enough money for his apartment.

Work Sheet

Physical - Psychological - Sociological 01

Gender(s) male
Age 30 years old
Height smaller than normal
Weight normal
Eye color brown
Hair color brown
Distinguishes marks (tatoo, piercing, scars) big nose and mustage
Illnesses mental breakdowns from being abandoned
Enhanced features Love pets
Strenghts is very trustworthy
Handicap mental
Weakness gets scared of failure
Build (basic shape) looks a bit like a pear

Social/family

Parents abandoned him when he was 1 year old - lived with his grandparents
Siblings none
Marital status not married
Relationship long distance relationships
Pets Has a pet koala
Friends too shy and affraid
Enemies his parents
Ethnicity caucasian
Eating habbits eats when he's sad
Main mode og transportation always walks
Workspace in his attic with huge windows
Important items his pencil and pen
Weakness if he isn't accepted
Accent France

Work Sheet

Physical - Psychological 02 - Sociological 01

Beliefs Everything will be okay
Superstitions yes
Fears Afraid of many people in the same place
Prefers groups or solitary life Solitary life
Planned-out or spontaneous Planned out - panics if not
Hobby baking baguette
Prejudices _____
Stressors If he doesn't make what he planned
Ambitions to live of his paintings
Addictions Coffee addicted
Journal entries(keep diary) no
Leader or follower follower/loner
Music & book preferences classical music keeps him concentrated
Sleeping habits works till late, forgets to sleep
How does x relax with cheese and bread
Recreation play with his pet koala
What excites when a painting is bought

Obsessions bread and doing well
As seen by others shy, weird, friendly, damaged
As seen by self great artist, trying, struggling
Special memories his grandma making bread with cheese
Nightmares about his mom

Clothes

Costume normal french clothes
colors colorfull
style ordinary
uniform/specific outfit _____
Rank ordinary
Embroidery _____
Belt, hat beret
Decoration _____

Work Sheet

second character

Characters role/part in the story:

Has to evaluate the main character

Characters main goal:

To get the greatest paintings in his/her show

Characters friends and enemies:

enemies - art haters
friends - many

What is at stake for the character:

to have a bad reputation

What the character needs to fulfill goal/ mission:

to get the main character to deliver a great painting.

Work Sheet

Character sheet

Story name: Unlucky Tucky
Character names: Tucky, Albert, Beatrice

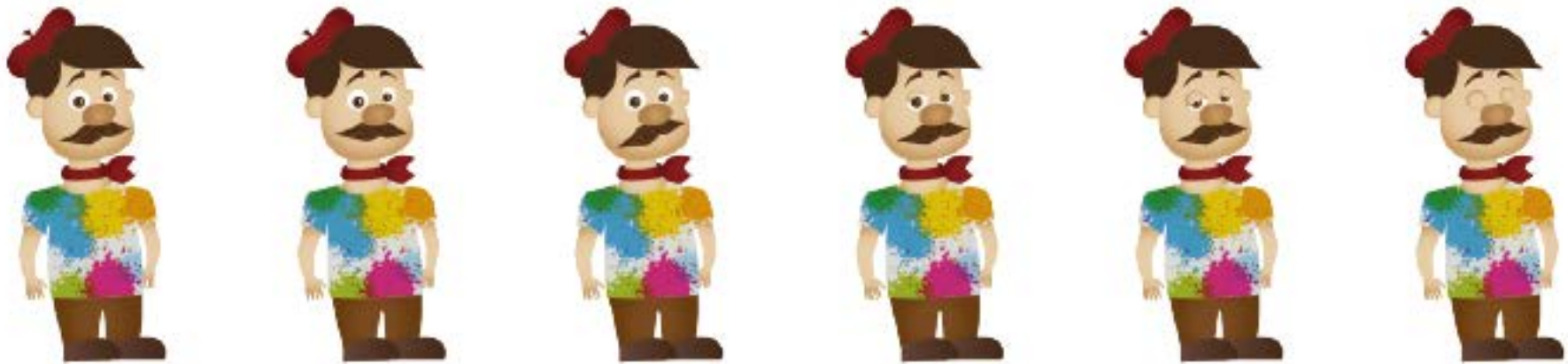


2-3 characters (front) side by side

Background



Sprite Sheed



<http://www.kmjdesign.dk/webpage/tucky-animation/>