

Style tile

Inspiration from Alice in Wonderland.

Contour line:

There is a black, contour lines in all animations.

Characters/background relationship:

The characters are standing out from the background. There are two different backgrounds. One for the real world and one under the ground, which is a window trough the Wonderland. The characters interferes with the backgrounds.

Specific characteristics in the style:

There will be one main character and one sub character. All characters have a different shapes and appearance. The style for the animation is Surrealism which fits very well to the story.



Typography:

Alice in Wonderland, Regular.



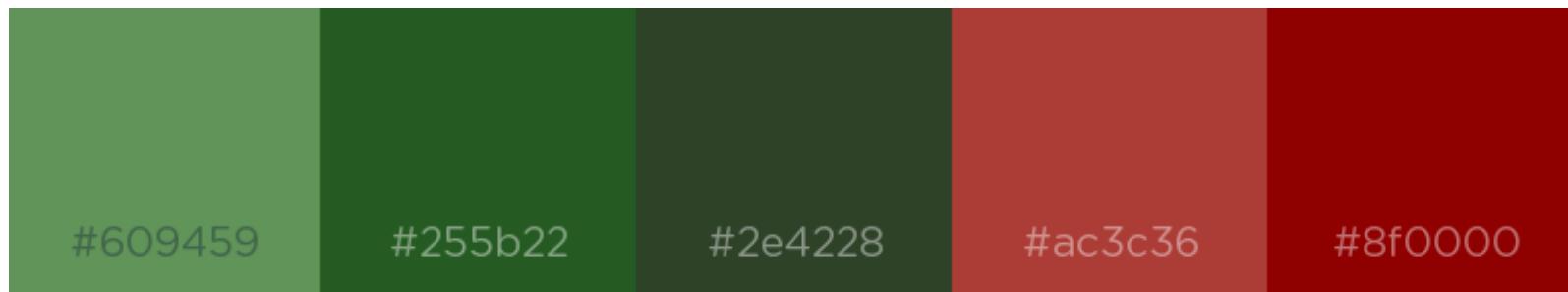
“Alice: How long is forever? White Rabbit: Sometimes, just one second.”

— Lewis Carroll, Alice in Wonderland

Colour palette:

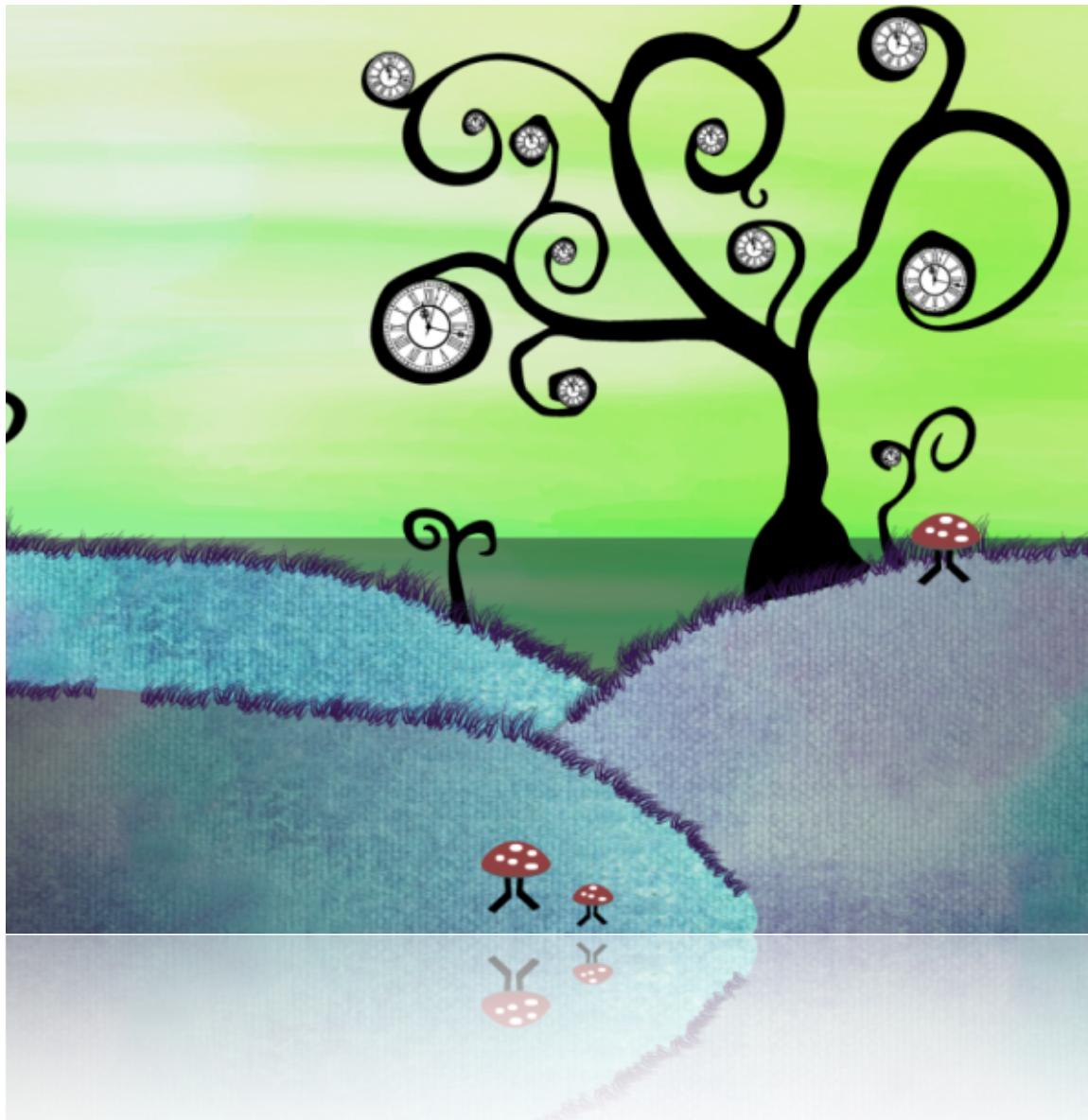


ALICE



THE RABBIT

Background 1 colour palette:



#B8EA78

#AEE5DF

#82D7DC

#4D8489

#969EAF

#AEAEAE

Background 2 colour palette:



#FFFFFF

#CECDCD

#4A4A4A

#000000

#D7827D

#D1851D

Moodboard



Sprite sheets



Sprite sheets



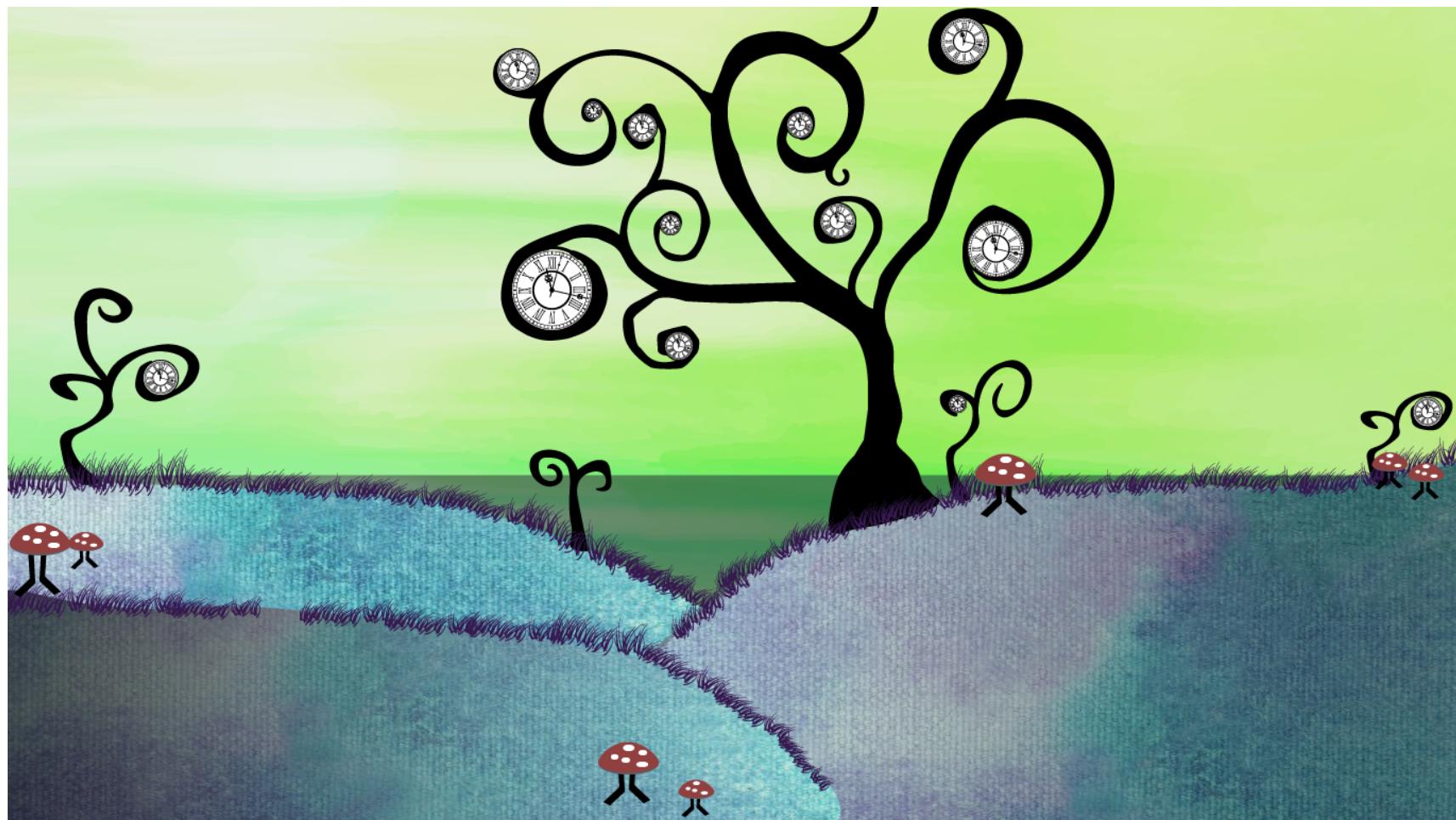
Alice evolution



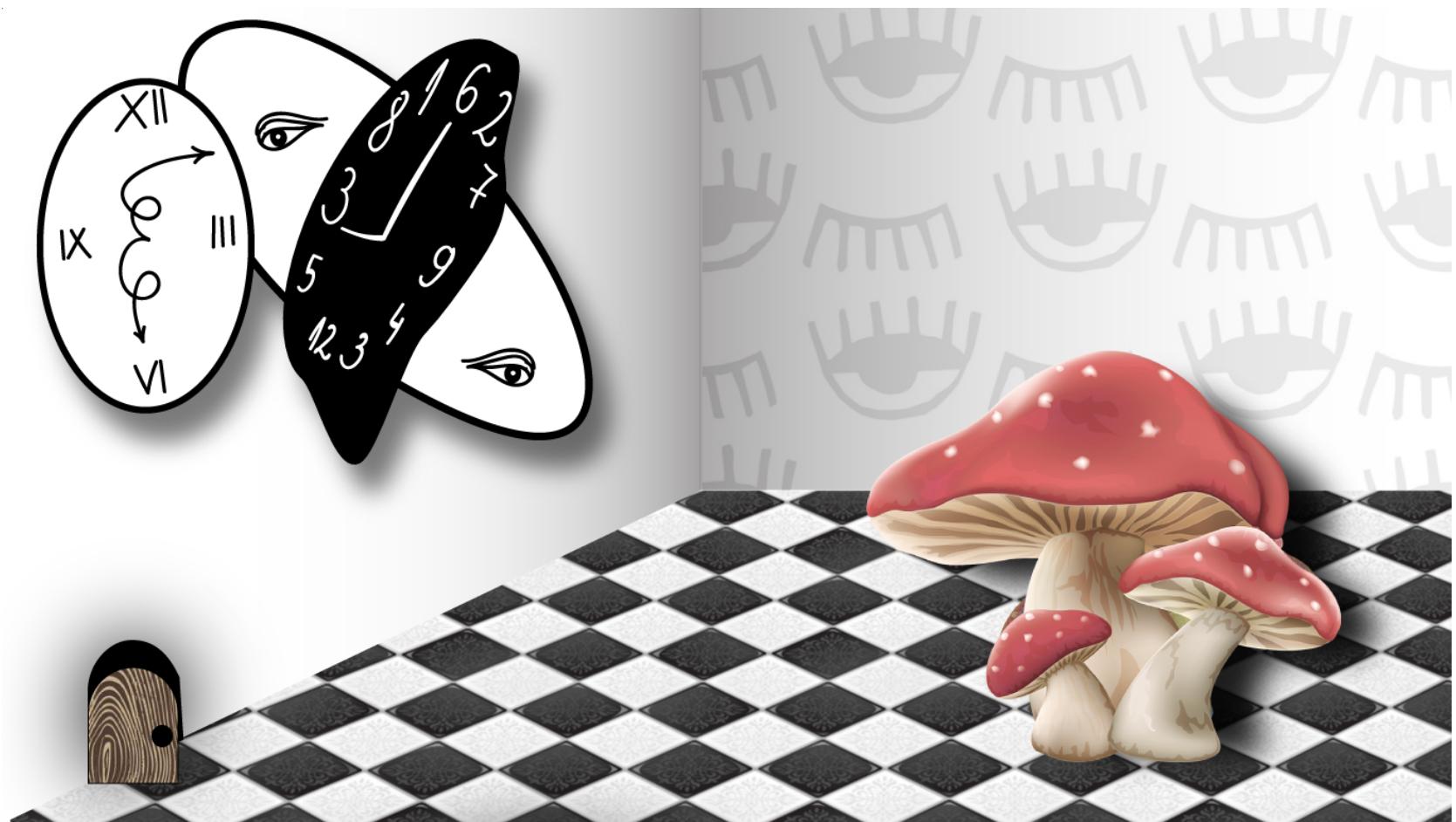
Rabbit evolution



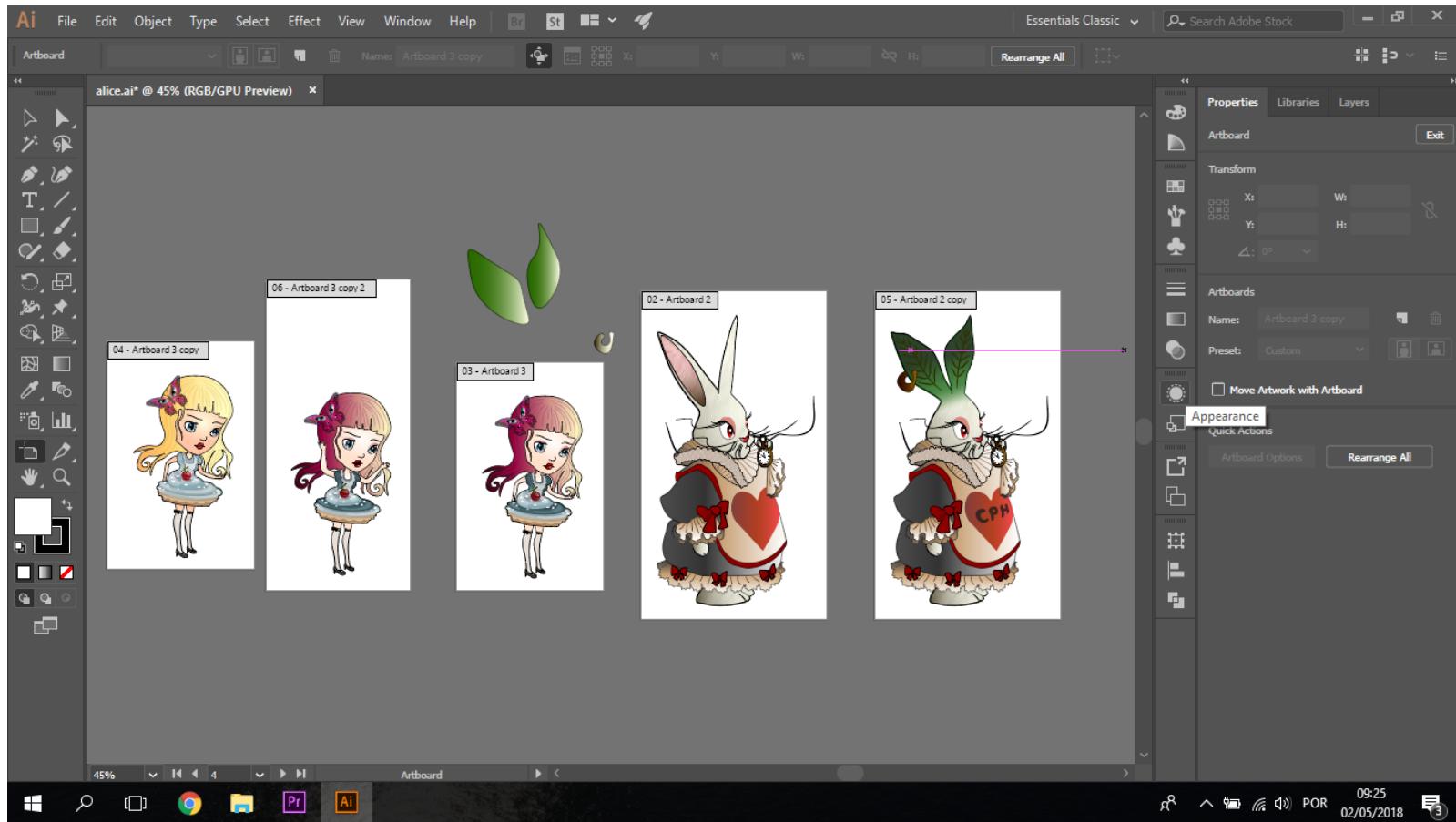
Background 1



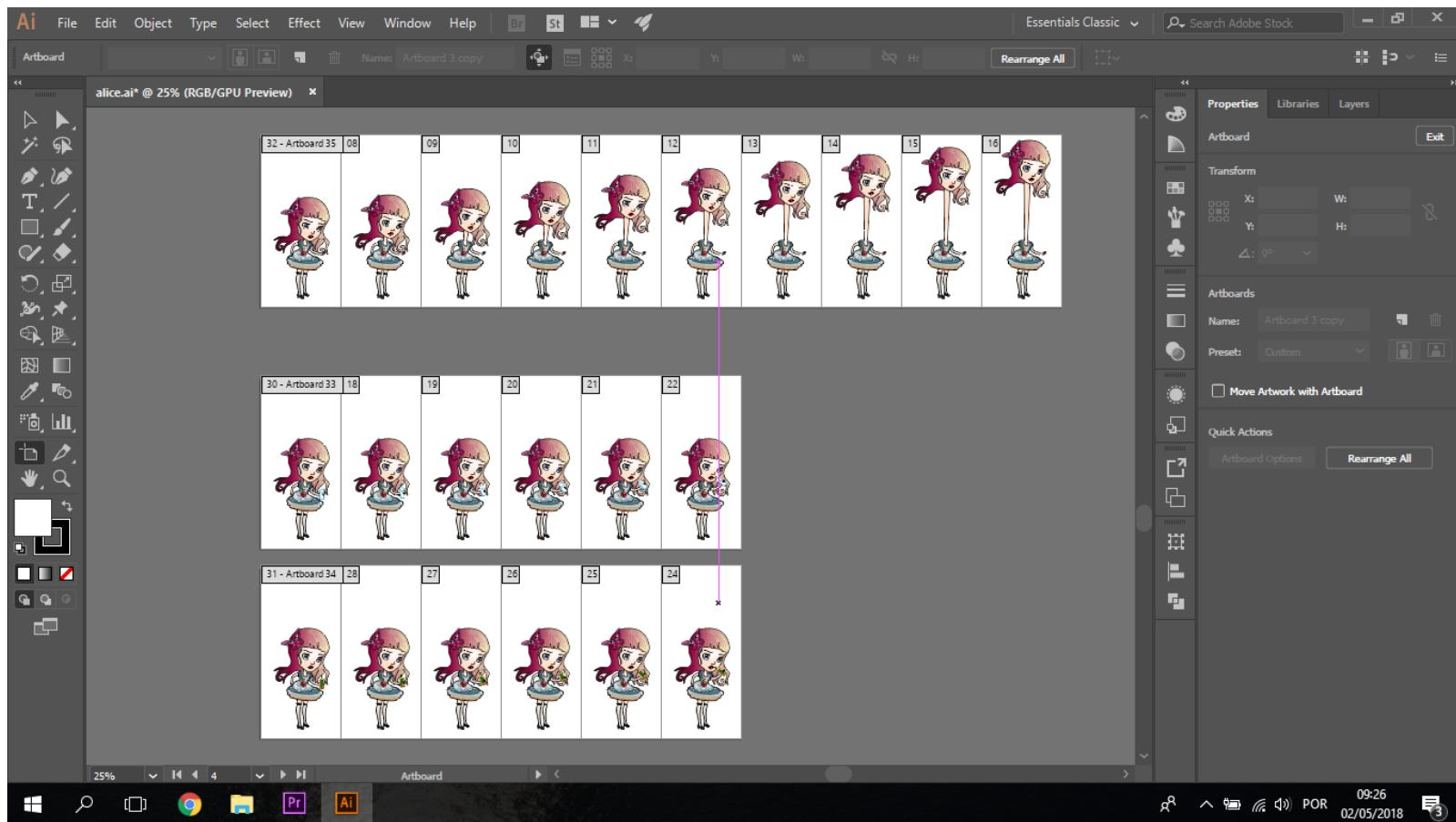
Background 2



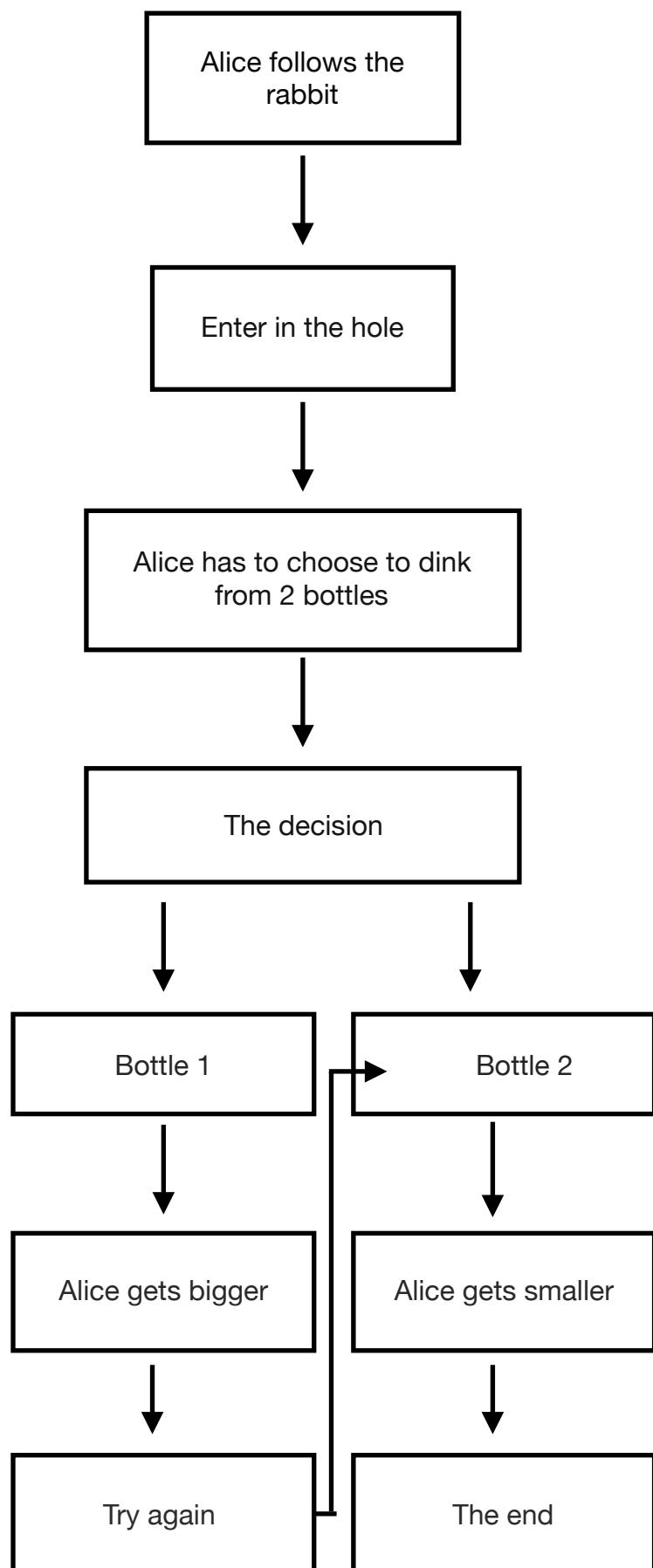
Design process in illustrator



Design process in illustrator



Sequence diagram



Storyboard

Title Picture



Action/Plot:

Title / Alice in the Wonderland Book (Start button).

Interaction:

User clicks on the start and the story will begin.

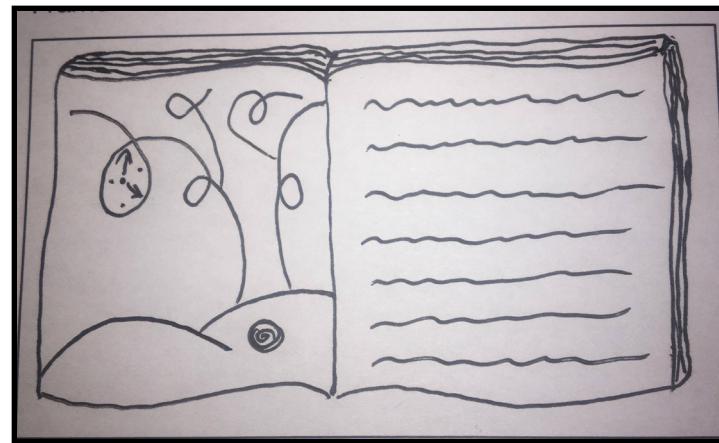
Sound:

Music Jimmy Hendrix middle Instrumental.

Time:

Depends on the user.

Frame 1



Action/Plot:

The book opens and the background appears.

Interaction:

-

Sound:

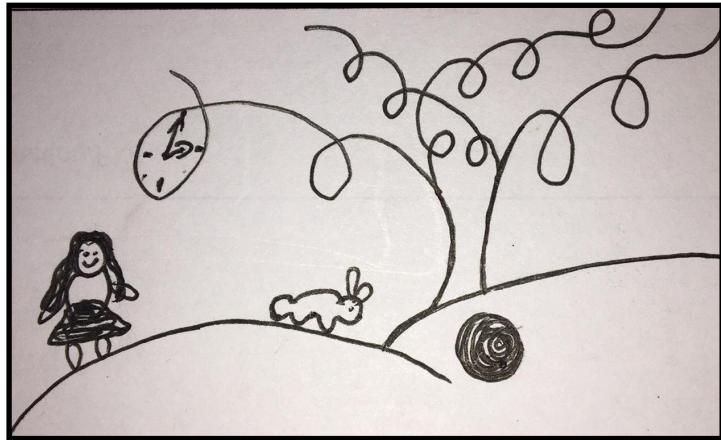
Music Jimmy Hendrix middle Instrumental.

Time:

About 3 seconds.

Storyboard

Frame 2



Action/Plot:

Alice and the rabbit appears.

Interaction:

Clock, hole, and rabbit are clickable.

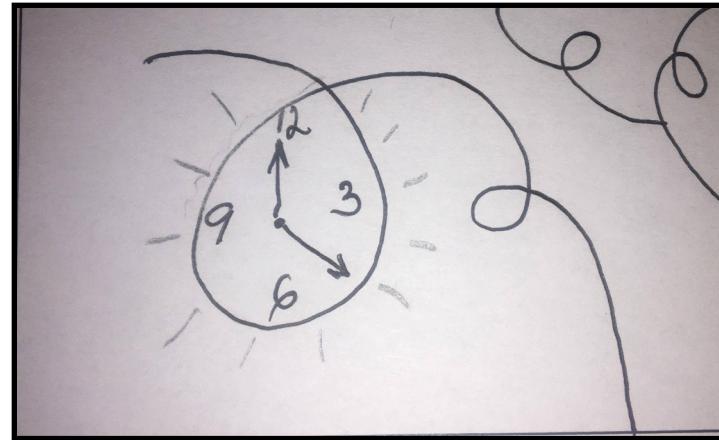
Sound:

Music Jimmy Hendrix middle Instrumental.

Time:

Depends on the user.

Frame 3



Action/Plot:

Background will scale for the clock and it will glow.

Interaction:

If user will click on the clock.

Sound:

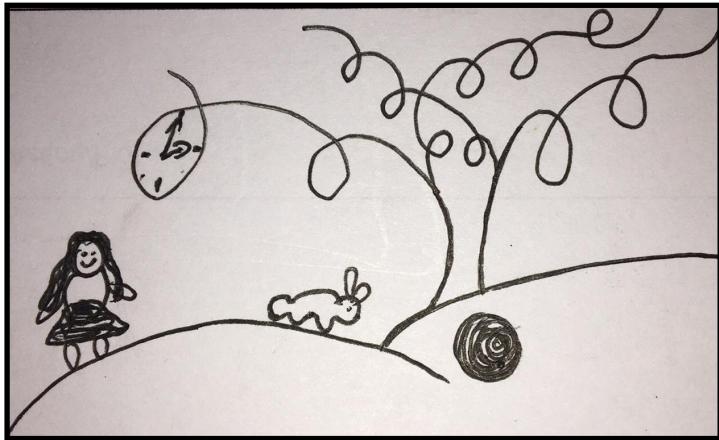
Music Jimmy Hendrix middle Instrumental.
Clock ring sound.

Time:

About 4 seconds.

Storyboard

Frame 4



Action/Plot:

Back to Alice and the rabbit.

Interaction:

Clock, hole, and all characters are clickable.

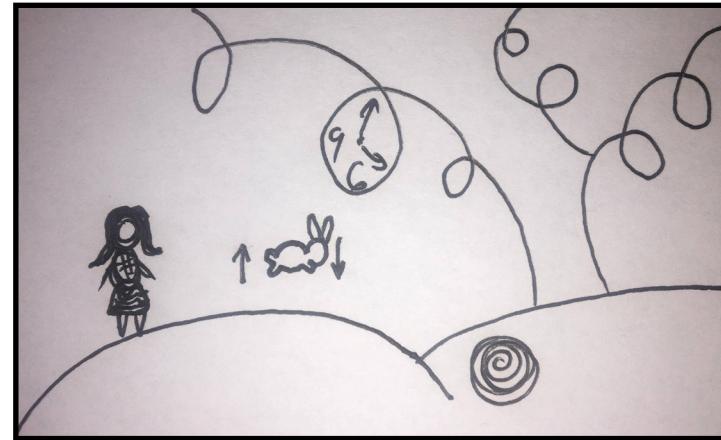
Sound:

Music Jimmy Hendrix middle Instrumental.

Time:

Depends on the user.

Frame 5



Action/Plot:

Rabbit Jumps.

Interaction:

If user clicks on the rabbit it will jump.

Sound:

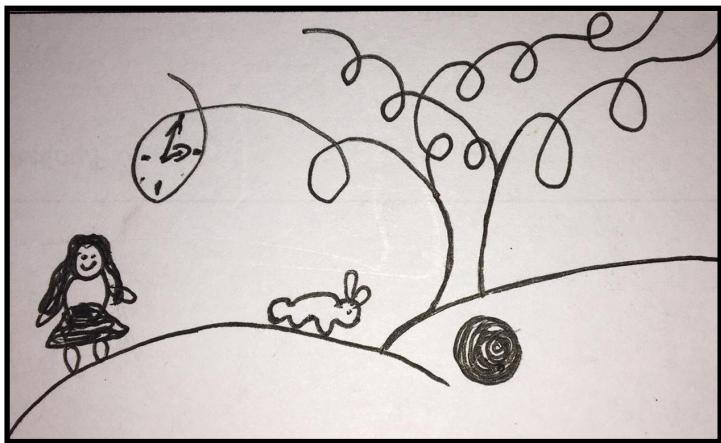
Music Jimmy Hendrix middle Instrumental.
Jump sound.

Time:

About 2 seconds.

Storyboard

Frame 6



Action/Plot:

Back to Alice and the rabbit.

Interaction:

Clock, hole, and all characters are clickable.

Sound:

Music Jimmy Hendrix middle Instrumental.

Time:

Depends on the user.

Frame 7



Action/Plot:

Rabit goes to the hole and alice follows.

Interaction:

If the user clicks on the hole.

Sound:

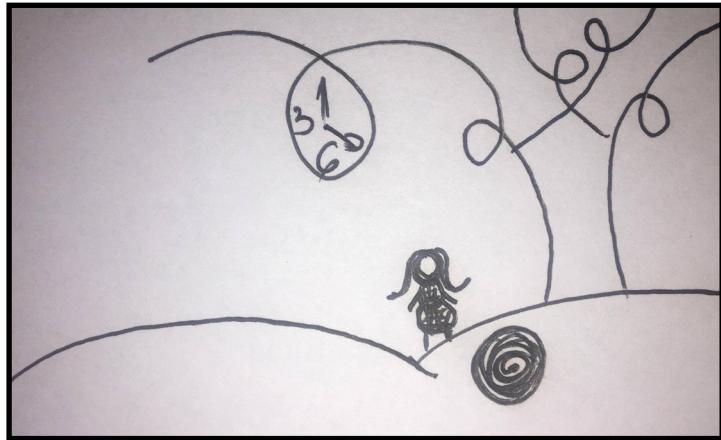
Clock sound / foot steps.

Time:

About 3 seconds.

Storyboard

Frame 8



Action/Plot:

Alice stops near to the hole.

Interaction:

-

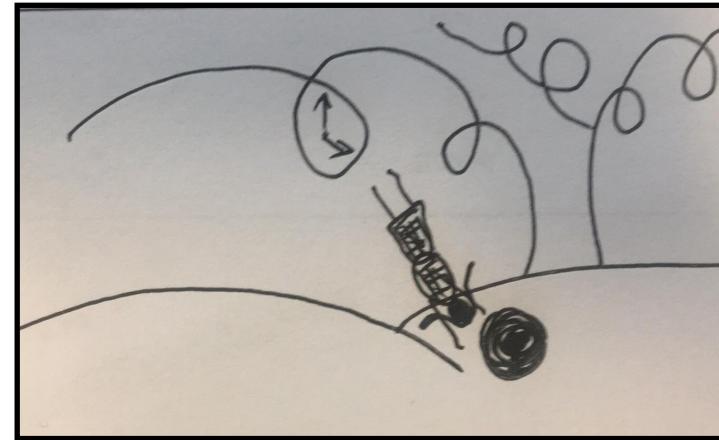
Sound:

Clock sound.

Time:

About 7 seconds.

Frame 9



Action/Plot:

Alice jumps to the hole.

Interaction:

-

Sound:

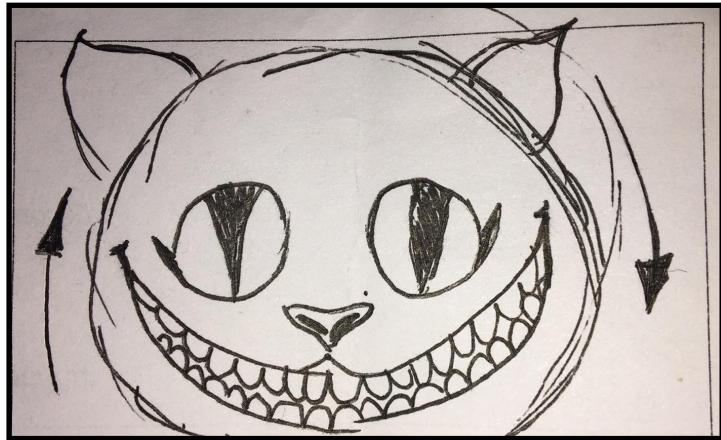
Scream.

Time:

About 2 seconds.

Storyboard

Frame 10



Action/Plot:

The cat face appears rolling on the hole.

Interaction:

-

Sound:

Music JimmyHendrix (0:29 - 1:11min).

Evil Laugh: Muahahaha.

Time:

About 2 seconds.

Frame 11



Action/Plot:

The cat face continues rolling and scaling down through the hole.

Interaction:

-

Sound:

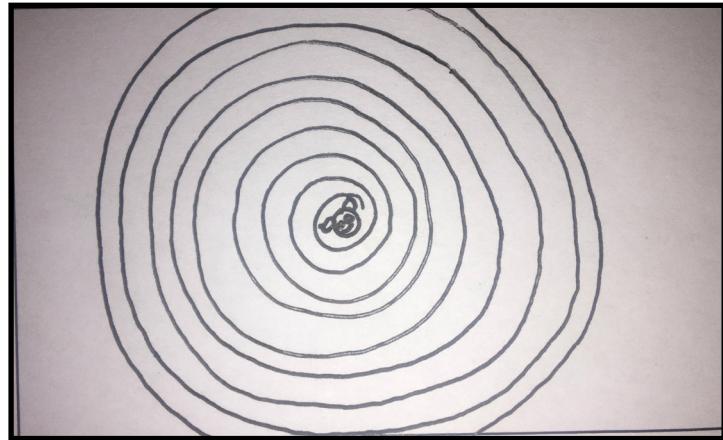
Music JimmyHendrix (0:29 - 1:11min).

Time:

About 2 seconds.

Storyboard

Frame 12



Action/Plot:

The cat face continues rolling and scaling down through the hole.

Interaction:

-

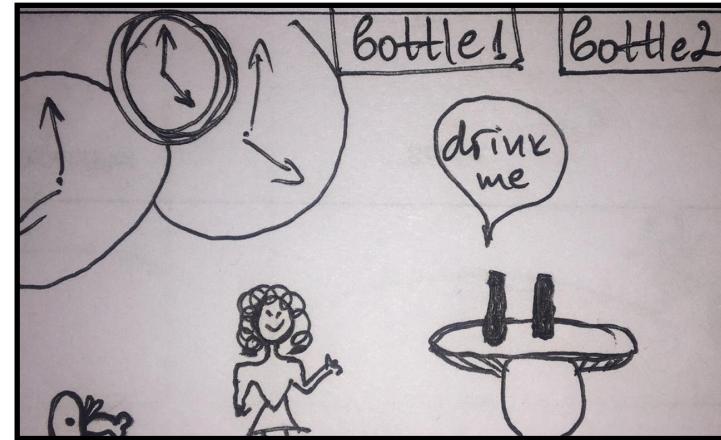
Sound:

Music Jimmy Hendrix (0:29 - 1:11min).

Time:

About 2 seconds.

Frame 13



Action/Plot:

Alice arrives in another world. / The rabbit goes away through the tiny door.

Interaction:

-

Sound:

Music Jimmy Hendrix (0:00 - 0:10min).

Dialogue: "If you want to follow the rabbit you have to choose one of those Bottles. Chose wisely."

Time:

About 4 seconds.

Storyboard

Frame 14



Action/Plot:

Alice needs to take a decision to pick one of the bottles.

Interaction:

User can click either bottle 1 or bottle 2 for Alice to drink.

Sound:

Ambience sounds of a house / rain / forest.

Dialogue: Drink me! Drink me!

Time:

Depends on the user.

Frame 15



Action/Plot:

Alice becomes big.

Interaction:

If the user picks bottle 1 she becomes big.

Sound:

Ambience sounds of a house / rain / forest.

Sound of scaling up.

Time:

About 2 seconds.

Storyboard

Frame 16



Action/Plot:

"Try again" message appears.

Interaction:

The user can click on the other bottle.

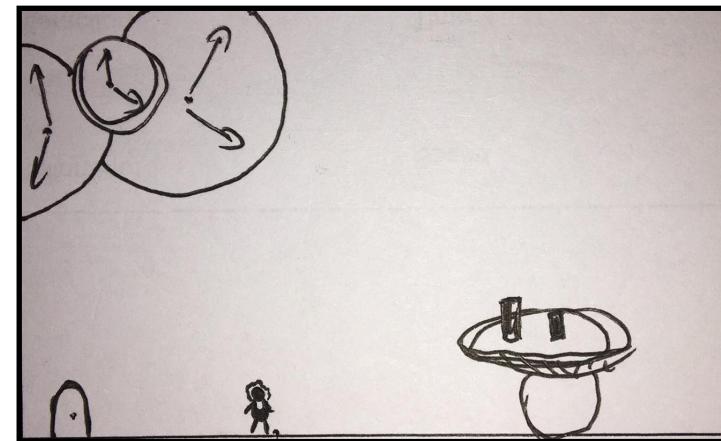
Sound:

Ambience sounds of a house / rain / forest.

Time:

Depends on the user.

Frame 17



Action/Plot:

Alice becomes small enough for the door and walks away.

Interaction:

-

Sound:

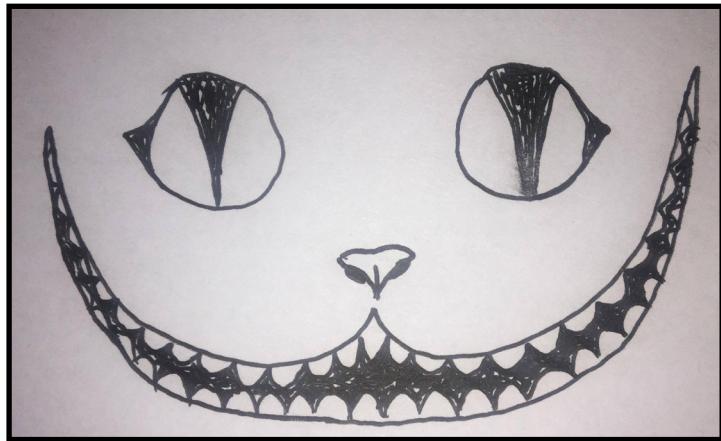
Ambience sounds of a house / rain / forest.
Sound of scaling down.

Time:

About 3 seconds.

Storyboard

Frame 18



Action/Plot:

The cat eyes and mouth appears.

Interaction:

-

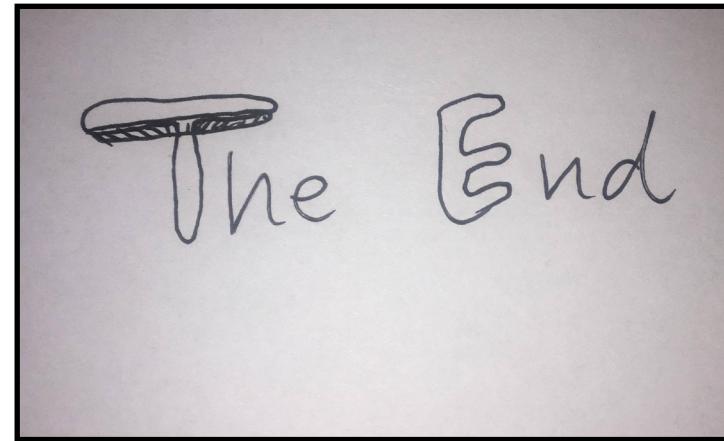
Sound:

Music Jimmy Hendrix middle Instrumental.
Evil Laugh: Muahahaha.

Time:

About 3 seconds.

Credits



Action/Plot:

The end / Credits.

Interaction:

-

Sound:

Music Jimmy Hendrix middle Instrumental.

Time:

About 3 seconds.

Link to the screen cast:

<https://youtu.be/G7tpBeR21Jw>