

STORY

&

STORYBOARD

STORY

LOGLINE

He is a very small potato with a good and brave heart.
He knows it'll be difficult but he must accomplish the
mission of his life and make someone happy...

THE iDEA:

The main character is a small potato who enjoys his happy childhood with his mother and his numerous brothers and sisters. One day, very suddenly things changed and the whole family is put in a crate and taken to the local supermarket. All the small potatoes are shocked, they scream and run around and have no idea what to do. Then their mother gather them all together and begins to read a story. And that's where my story actually starts.

SETUP

Mother-potato begins to read and explains how they do not need to be sad and frightened because they all have their purpose in life, namely to become very delicious french fries. Moreover, turning into very delicious fries, they will feed a child and fill it with joy and energy. She explained to them how from now on they should dream of a man choosing them and taking them home for the joy of the children, otherwise their lives will be empty and meaningless. After the mother's story, all small potatoes are now calm and happy, and also very motivated to be chosen. They have their big dream now.

Here is the scene with the two choices (buttons) where the girl wants french fries for lunch, but her mother rather wants something healthier. "Choice 2" is the sad end of the story, where only a few potatoes remain in the crate, and unfortunately Poto is one of them. They begin to rot and slowly die. After clicking on "Choice 1" the culmination follows, and this is actually the saddest part of the story where Poto is separated from his mother. At the same time, however, she encourages him to be extremely happy (**CONFRONTATION**) because he is the chosen one and this is the only possible way for him to complete the mission of his life.

RESOLUTION

The happy end shows how happy children are because they have french fries. As spectators we are little sad, but at the same time we are happy because at last Poto fulfilled the mission of his life and now perhaps he is somewhere in the potato paradise.

GENRE: Adventure, drama

MOOD: Happy and sad

ANALYZED WITH THE NARRATIVE CURVE

I Prelude: Title picture (scene 1)

II Presentation: A short introduction to the story (scene 2)

III Point of no return:

After realising they are not at home mother-potato tries to calm down the small potatoes and to encourage them to be brave and to think positively. (scene 3)

IV Rising action

Poto is the chosen one! He will never see his family again. (scene 4-1)

V Climax:

Scenario 1 - the happy end. The children are happy and Poto has fulfilled his mission. (scene 4-1-1)

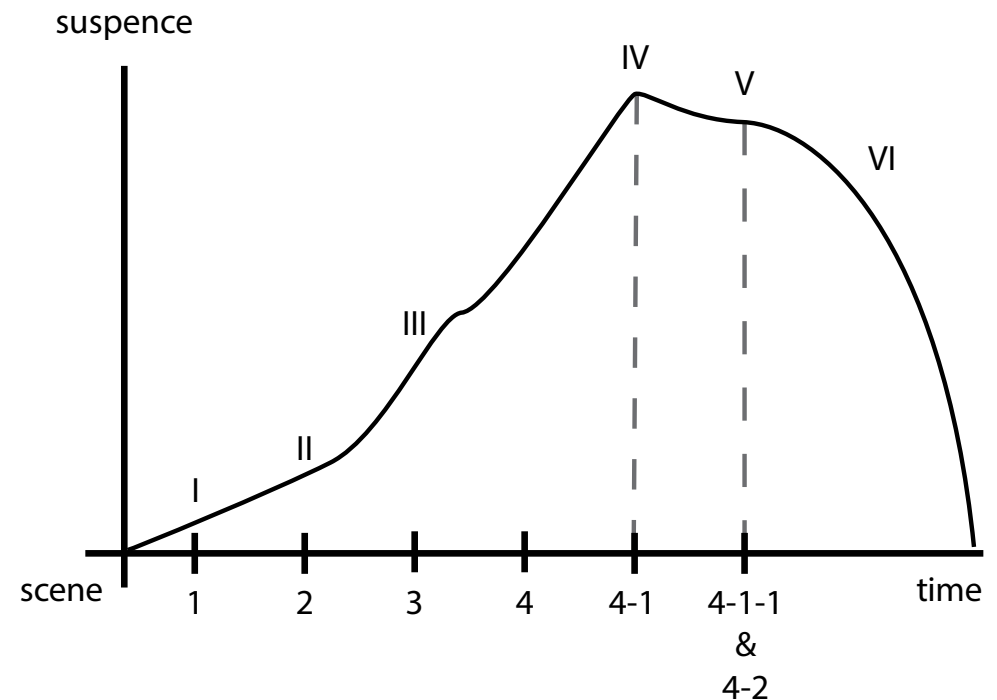
Scenario 2 - the sad end. Poto is dying (scene 4-2).

VI Fade out:

Scenario 1 - happy colours and music

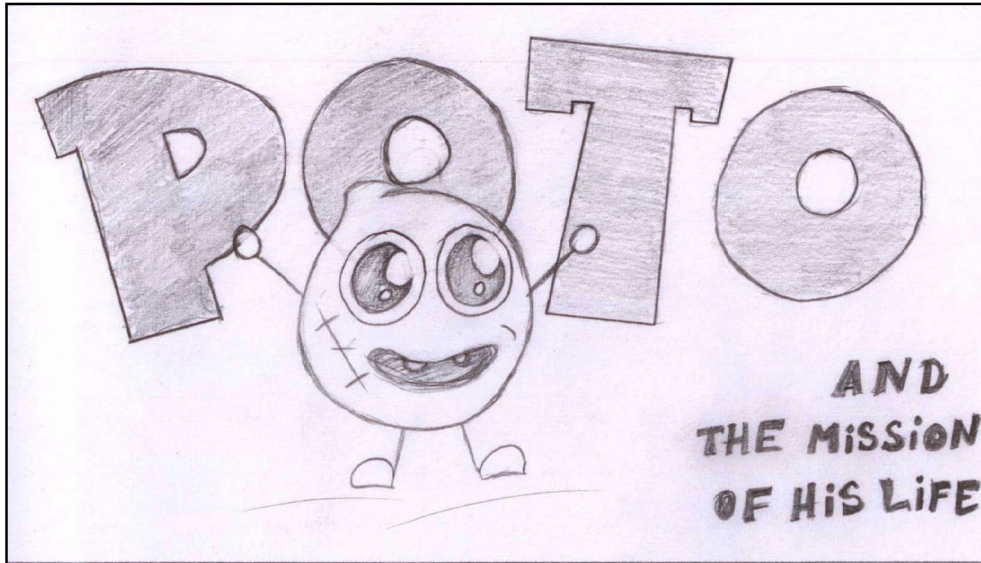
Scenario 2 - everything become dark, sad music

NARRATIVE CURVE



STORYBOARD

Scene no: 1



Action/Plot:

Title

Interaction:

The name of the character is zooming in to fill the whole screen.

Sound:

Playful children's music

Time:

About 5 seconds

Action/Plot:

A short introduction to the story

Interaction:

The sentences appear on the screen as if someone is typing them at the moment

Sound:

Smooth instrumental music

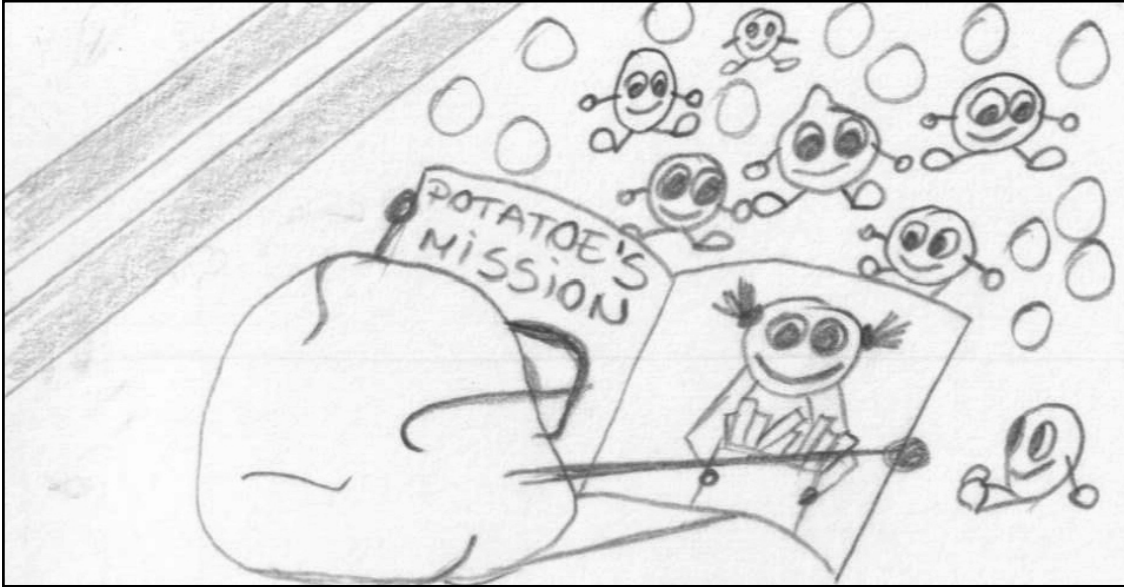
Time:

About 10 seconds

Scene no: 2

Once upon a time there lived a small potato called Poto.

Scene no: 3



Action/Plot:

The potatoes are already at the shop put into a crate. They were very frightened and shocked of this change in their life, but now Mother-potato is explaining what every potato's mission is.

Interaction:

None

Sound:

None

Time:

About 2 seconds

Scene no: 4



Action/Plot:

At the shop. All the potatoes are happy now and each of them wants to be chosen. The little girl wants to have french fries for dinner. Her mom however is thinking of something healthier...

Interaction:

Poto and some of the other potatoes are screaming happily, something like "Hey you, choose us!" and are waving their hands.

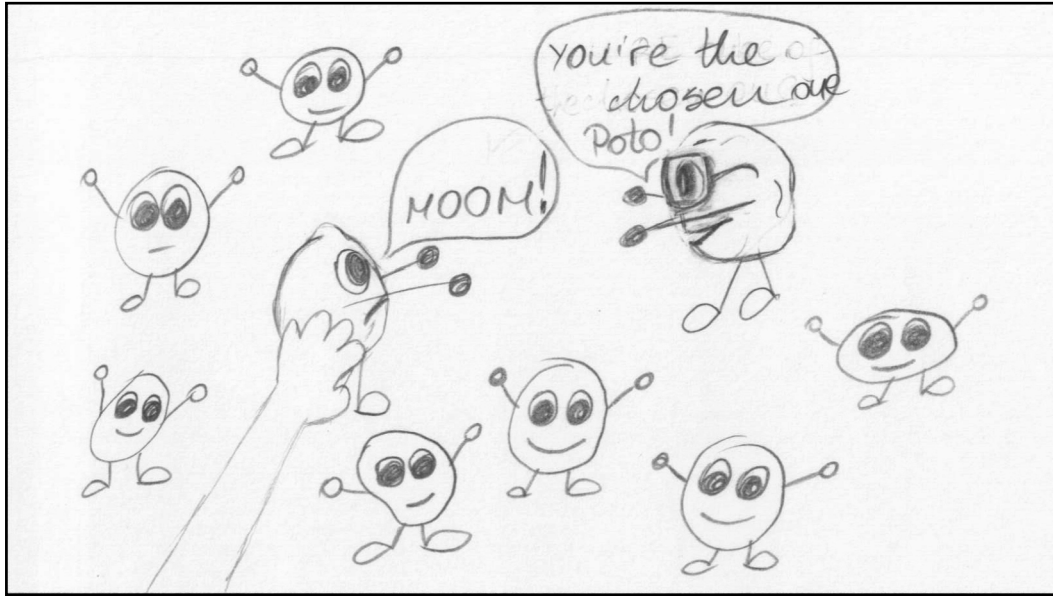
Buttons are shaking and flashing to catch attention.

Sound:

Shop environment sounds.

Time: About 6 seconds

Scene no: 4-1



Action/Plot:

Poto was very happy and excited to be chosen, but he did not really realize he was seeing his mother and his family for the last time.

Interaction:

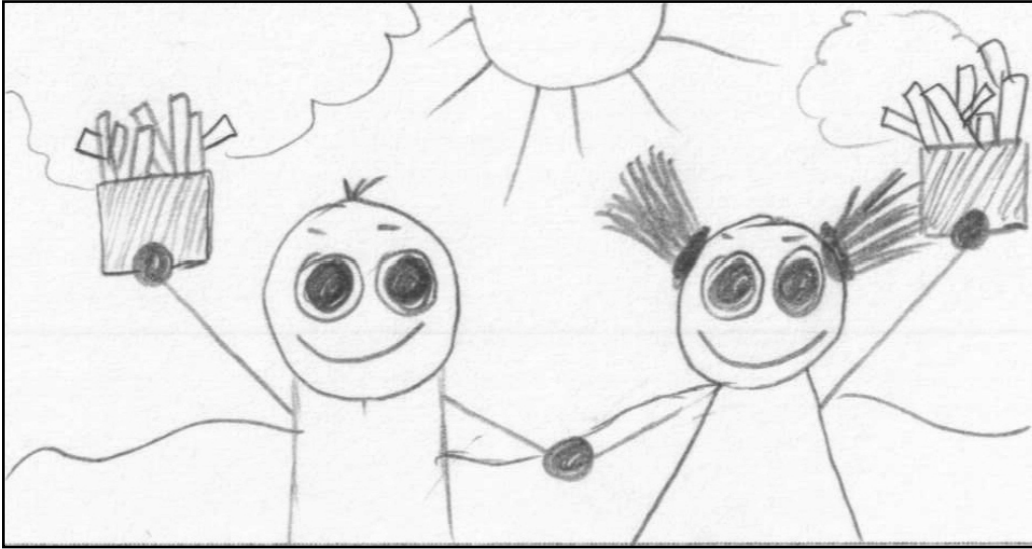
Talk bubbles appears.

Sound:

Shop environment sounds.

Time:

Scene no: 4-1-1



Plot:

This is the happy end. Happy kids with french fries.

Interaction:

None

Sound:

Happy music

Time:

About 3 seconds

Scene no: 4-2



Action/Plot:

This is the sad end. Nobody choose Poto and he's dying.

Interaction:

None

Sound:

Very sad music

Time:

About 3 seconds

STYLE TILE

+

WORKSHEET

STYLE TILE

Inspiration from the style

Pop Character

Characters/background relationship:

The Characters stand out from the background due to a great contrast in the colours.

Specific characteristics in the style:

Most eye-catching are the eyes. They are always large and the pupils fill almost the entire eye. The characters look good and even slightly stupid. Each character have a totally different identity.

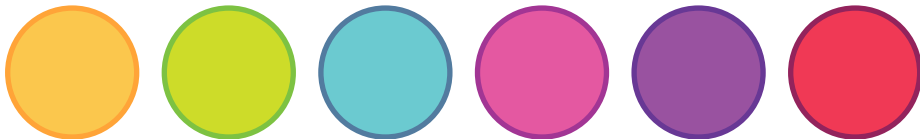
Colours:

Bright and contrasting



Contour line:

Sometimes characters have a contour, and sometimes not. When they have it, however, the contour is in the same color as the character, but with a slightly darker shade.



Example of the style



Typography:

Rabbito

Throw My Hands Up in the Air

POTO
AND THE MISSION
OF HIS LIFE

You're
the chosen one,
Poto!

WORKSHEET

ALL CHARACTERS

Story name:

POTO AND THE MISSION OF HIS LIFE



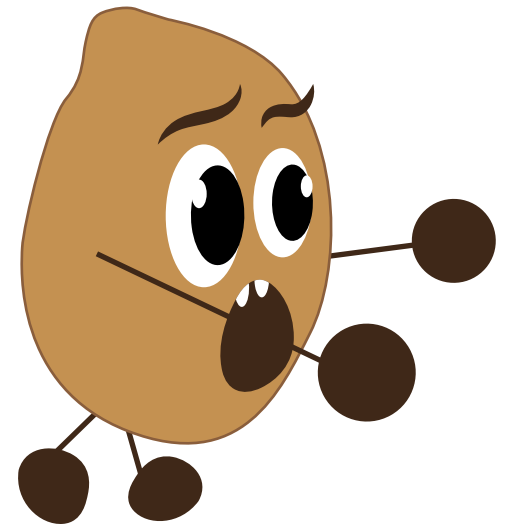
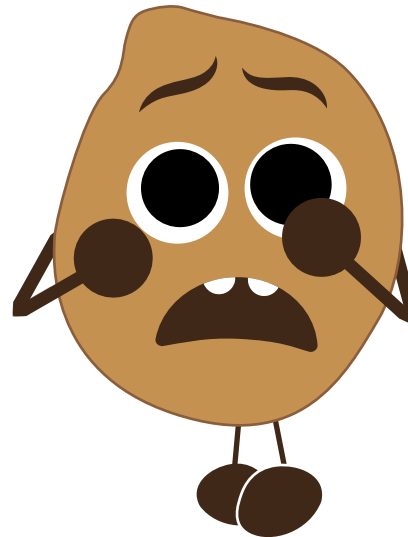
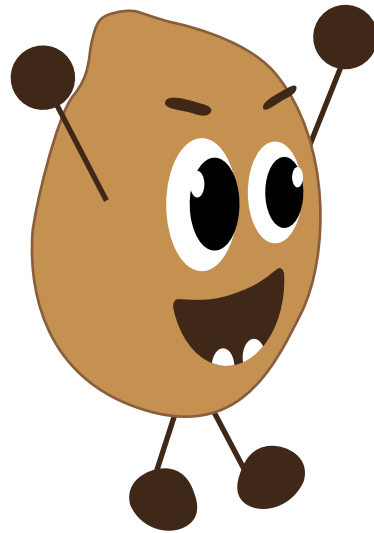
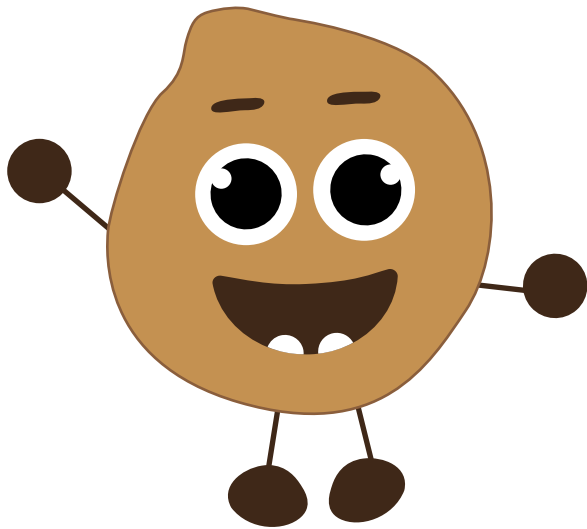
WORKSHEET

CHARACTER SHEET

Story name:

POTO AND THE MISSION OF HIS LIFE

Character name: **POTO**



WORKSHEET

What drives the character:

The noble cause

Character's main goal:

To fulfill the mission of his life - to turn into a very tasty french fries and to bring happiness to children.

Characters friends and enemies:

The character does not have enemies but only friends-his family

Story name:

POTO AND THE MISSION OF HIS LIFE

Character name: POTO

What is at stake for the character:

There is a risk not to be chosen from a human and to remain in the crate, where he is going to rot and slowly die.

What the character needs to fulfill goal/mission.

He needs someone to like him and cook it like french fries. Poto, however, does not have much time because, as we know, potatoes do not live very long.

WORKSHEET

PHYSICAL

Gender(s): **MALE**

Age: **2 MONTHS**

Height: **2SM**

Weight: **30GR**

Eye color: **BLACK**

hair color: **WITHOUT HAIR**

Build(basic shape): **OVAL SHAPE**

SOCIAL/FAMILY

Parents: **MOTHER**

Siblings: **MANY**

Marital status: **HE IS STILL A CHILD**

Pets: **HE HAS A DOG, WHICH IS ACTUALLY A BEETLE**

Friends: **HE HAS NUMEROUS OF SIBLINGS AND THEY ARE HIS FRIENDS**

Enemies: **A MOLE, BUT FORTUNATELY HE NEVER MET HIM**

Ethnicity: **FRENCH**

Eating habits: **HE HAS A GOOD APPETITE**

Living space: **HE USED TO LIVE IN A HOUSE UNDER THE GROUND TOGETHER WITH HIS FAMILY**

SPRiTE SHEET

http://darina.dk/sprite_animation/

