Style Tile

Inspiration: Hayao Miyazaki

Contour Line very thin strokes

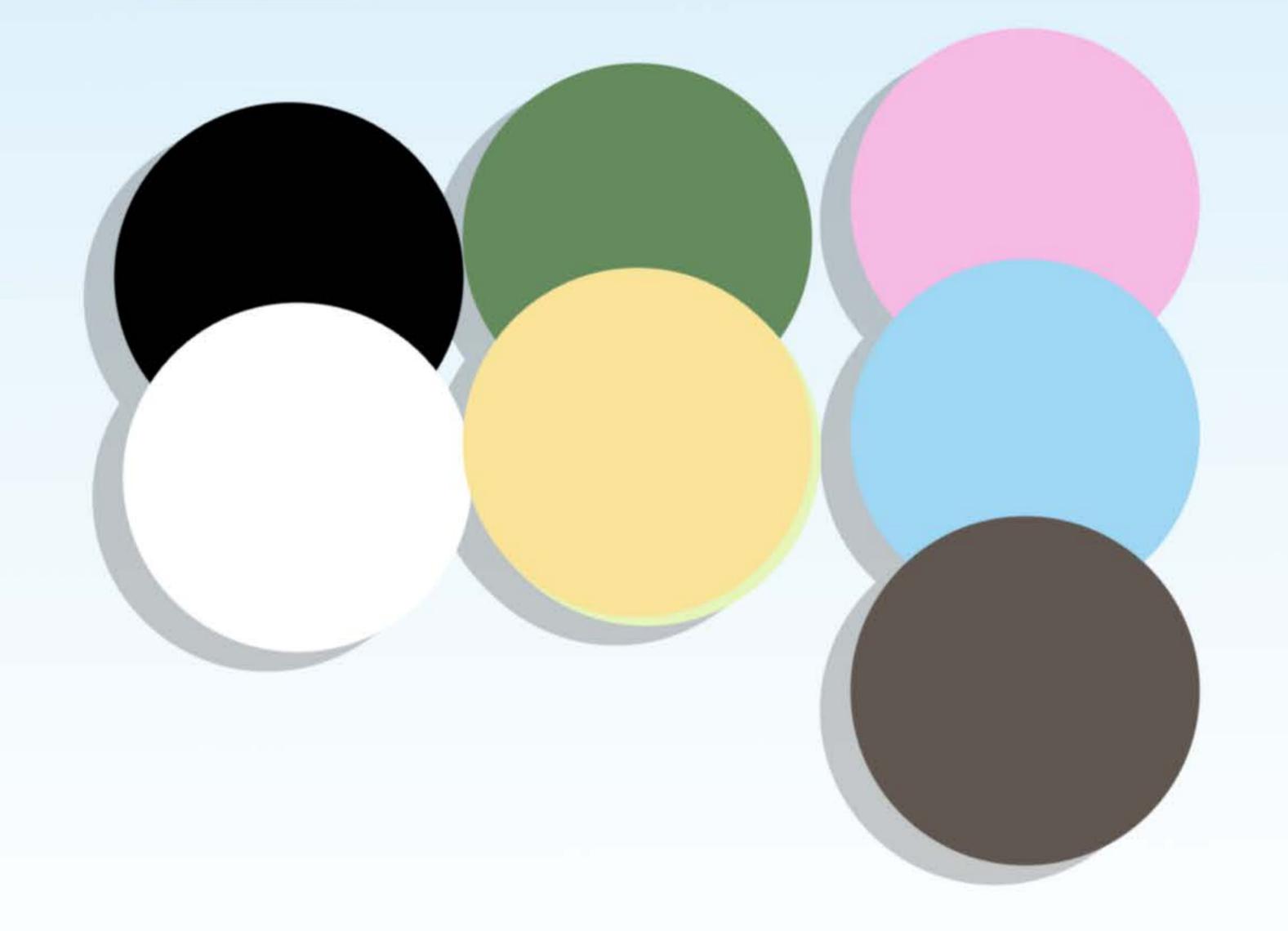
Charactaristics

- round eyes
- very big, expressive mouths used to express emotion.
- cool creatures based on animals or japanese folklore.
- very detailed and beautiful to look at.
- stories you enjoy as a kid, but understand as an adult
- traditional/2D

Typography

sawarabi Mincho for japanese script used in the title.

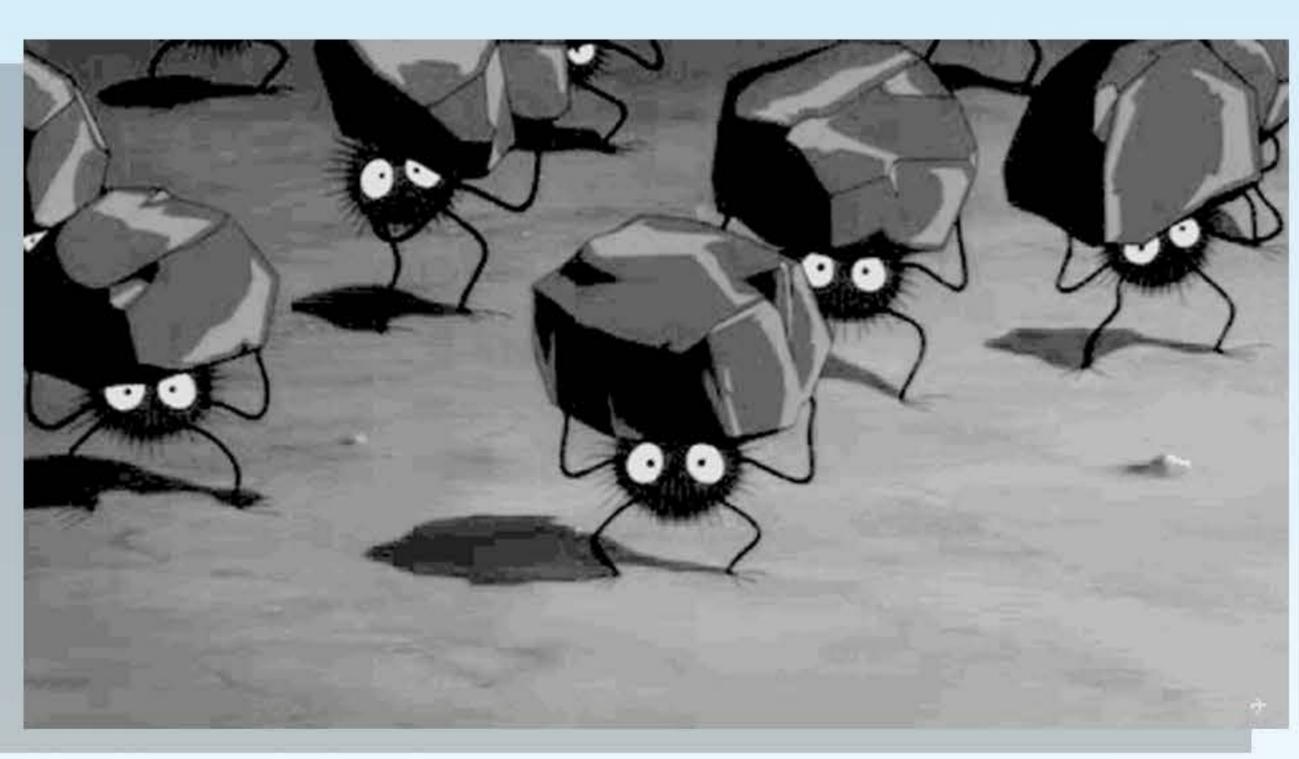
colors:











Resume

This is a multiple choice story.

The main character is a fox who is taking a nap in a field until a bug starts buzzing aroung near it.

The user can either sniff the bug (as a way to say hi), which will make the bug happy and make a sound.

Or the user can try to swat it away, which will make it land on the fox's head. This wil annoy the fox.

The user can then either befriend the bug or eat it.

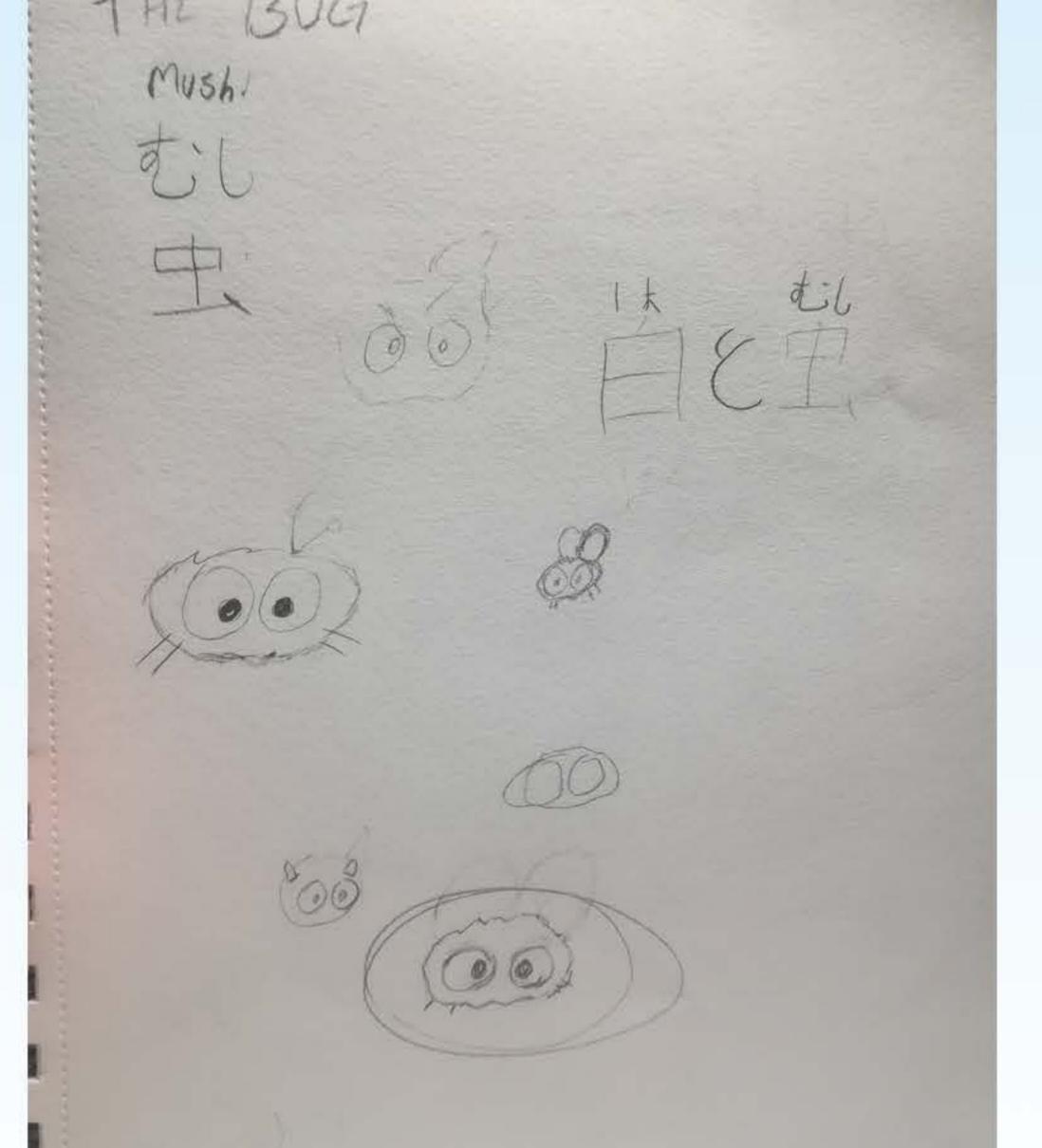
If the user befriends it, they wil fall asleep together. an airhorn wil apper, and the bug will call another bug to help cover the fox's ears. (happy ending)

if the user eats the bug, The fox will fall asleep alone. When the airhorn plays, the fox's head will blow up in a catoony way.

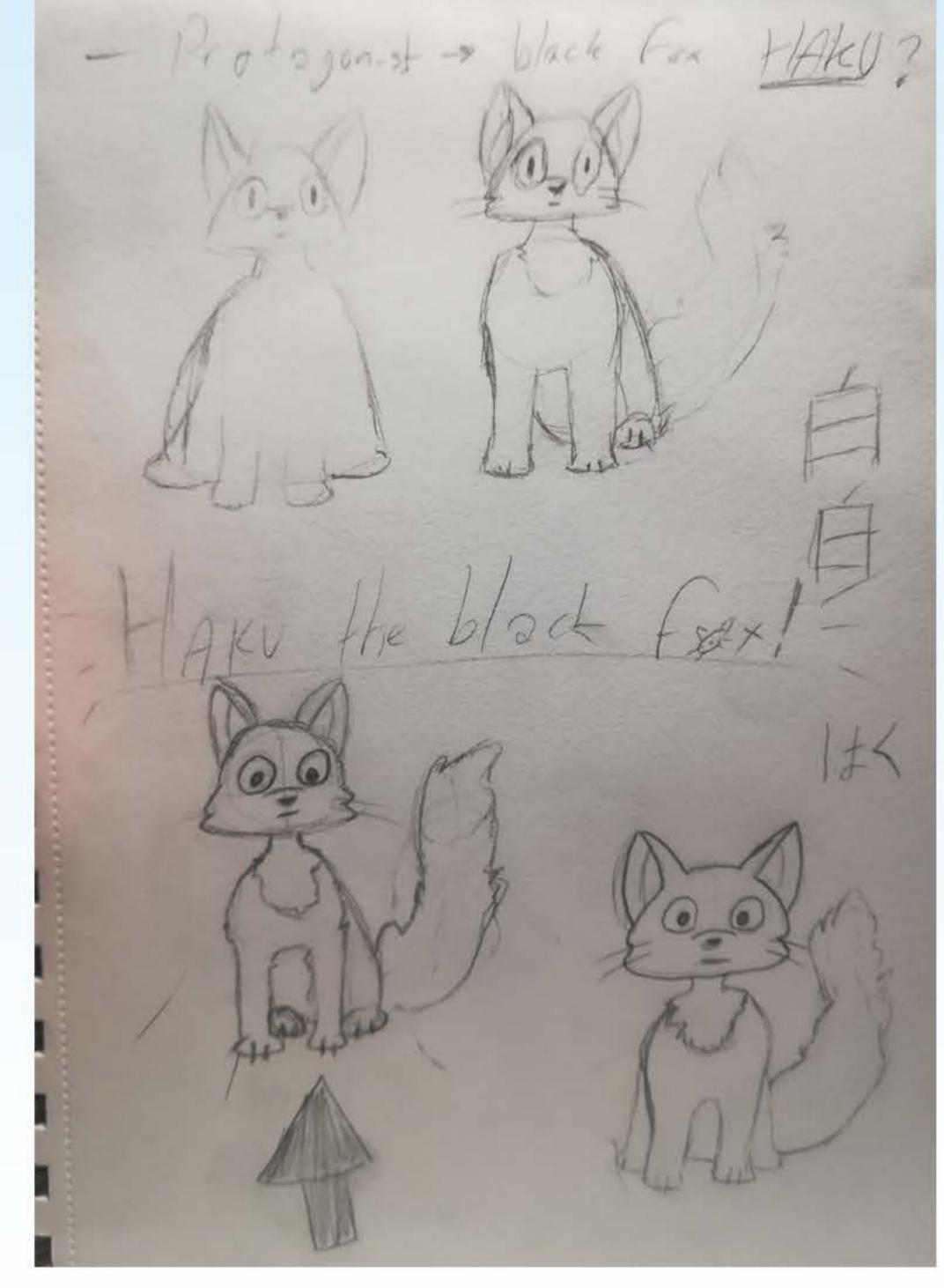
Message

Make friends, you will need them.

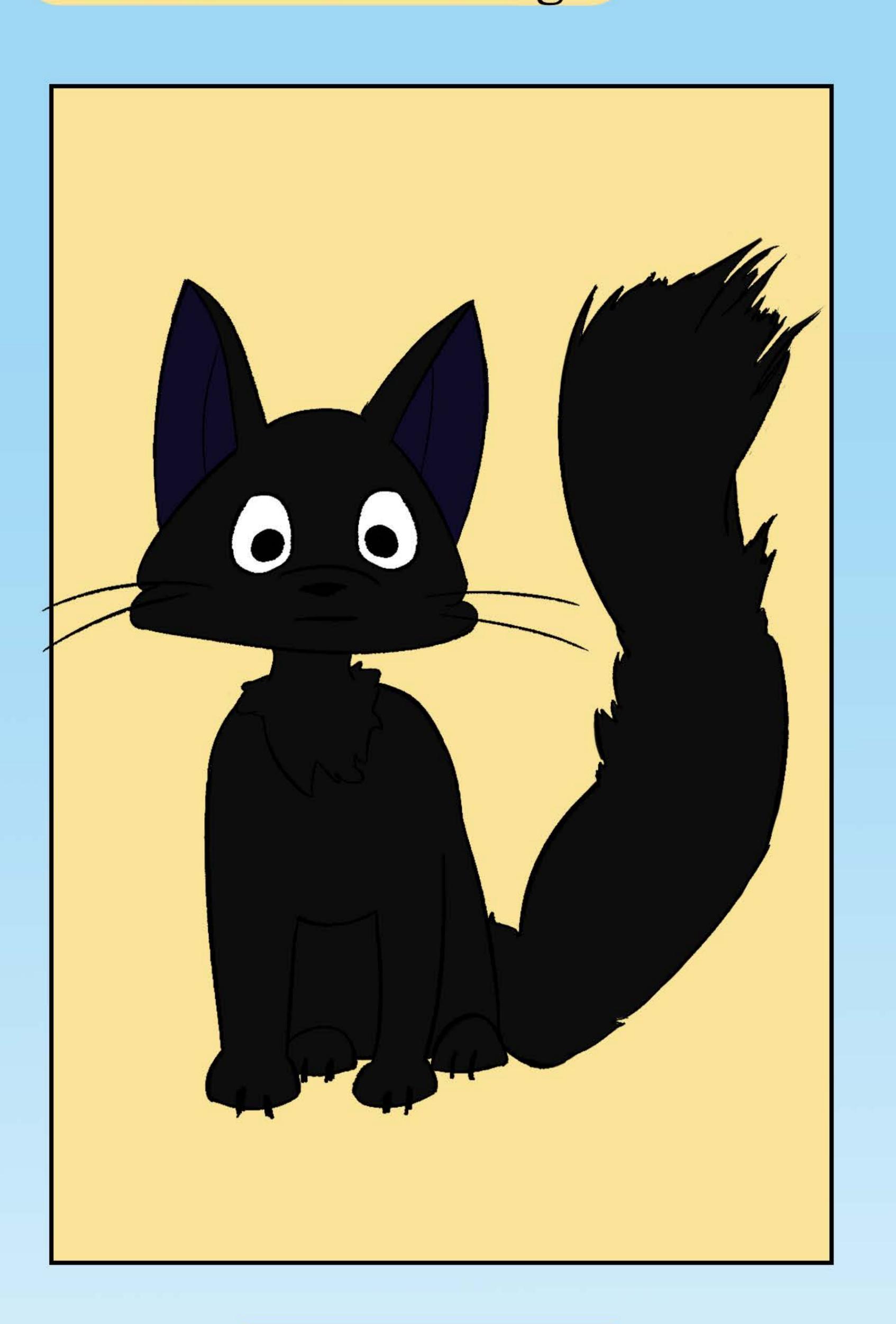
Genre
Comedy/Fable

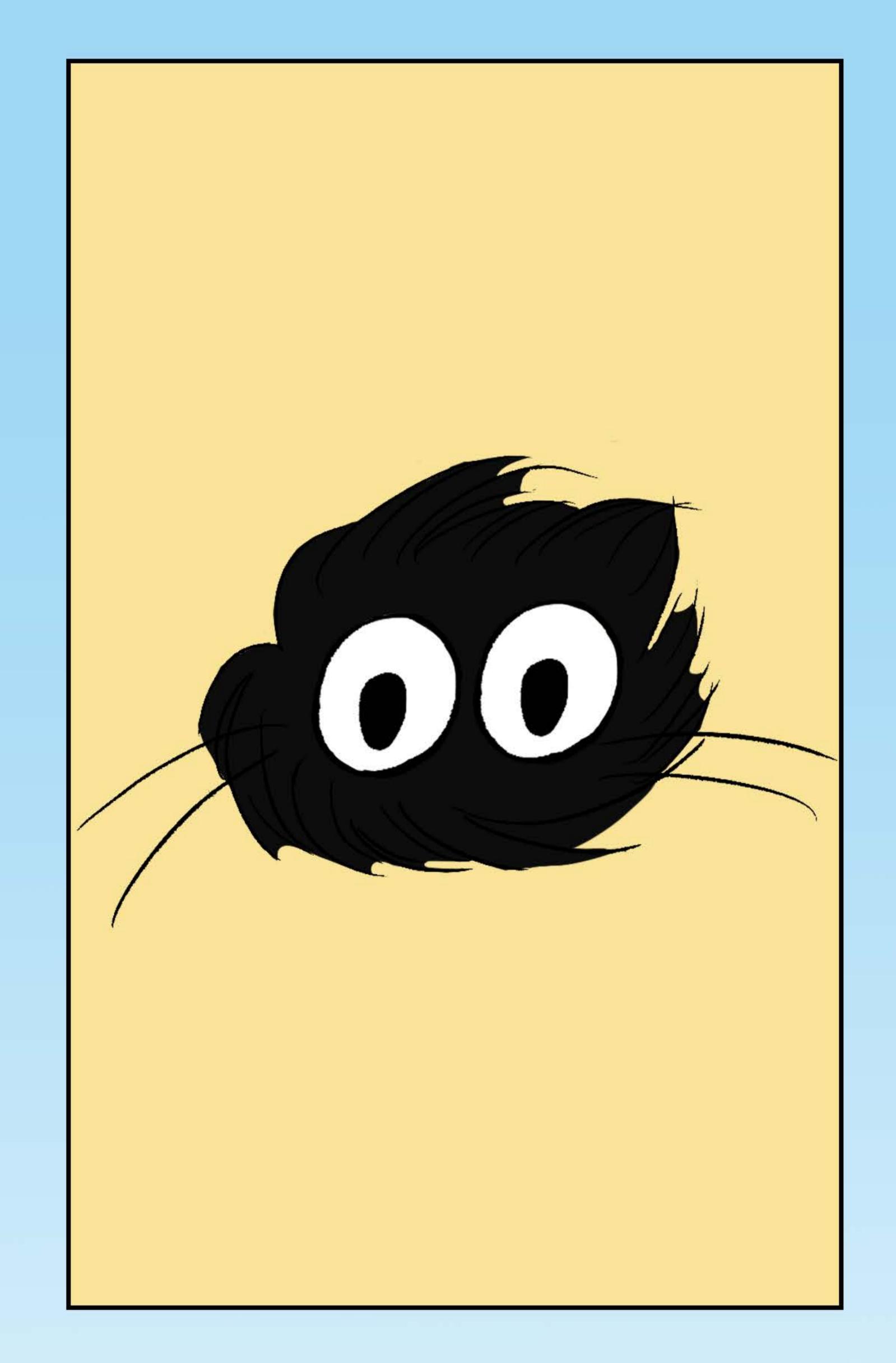


Concept art



Characters





The Fox

The fox is a sleepy woodland creature, He doesn't have much of a personality since all of his actions are determined by the user.

He can be the villian or the hero of the story.

He is a blank canvas.

His goal is to rest peacefully.

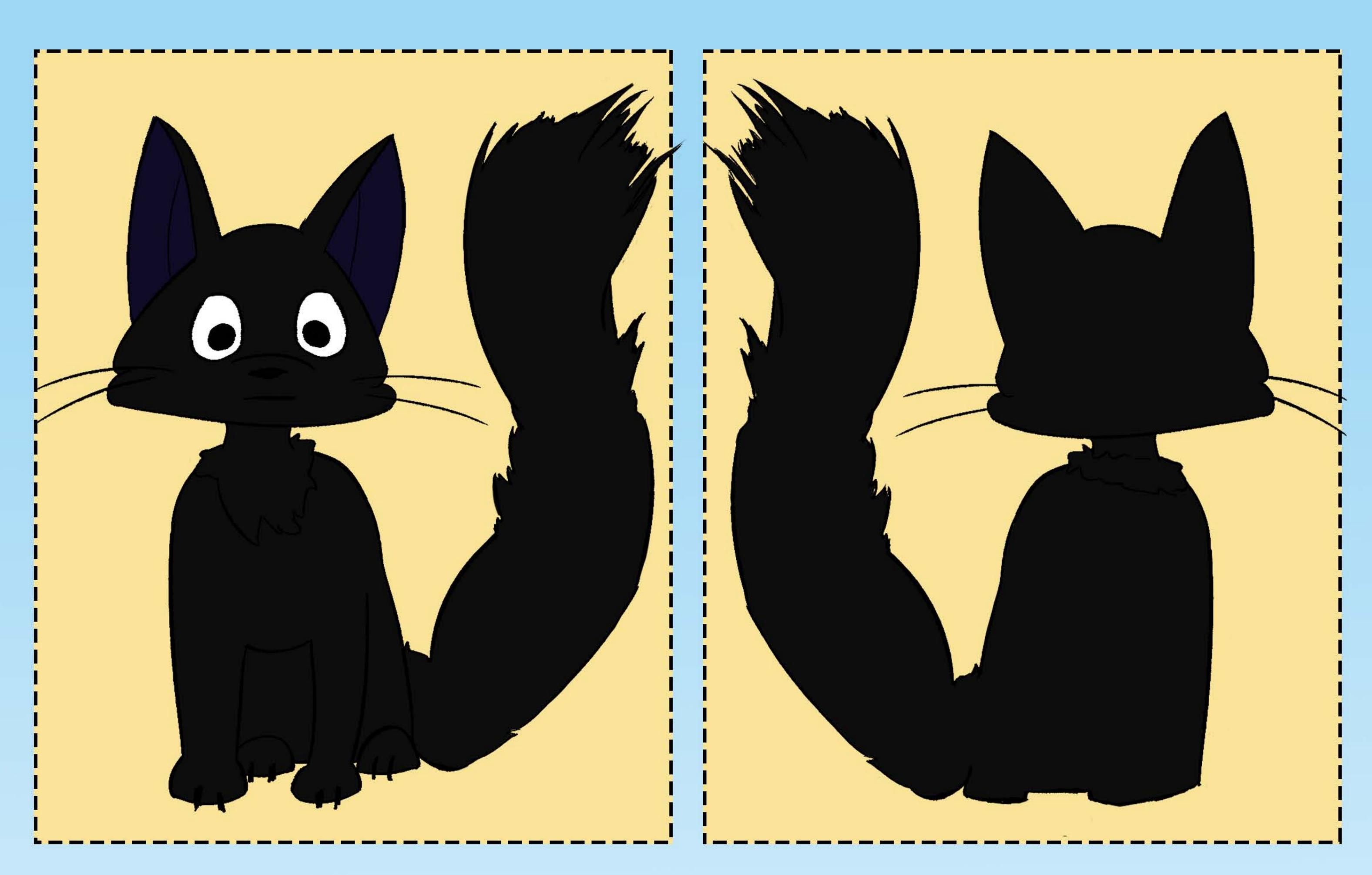
The Bug(s)

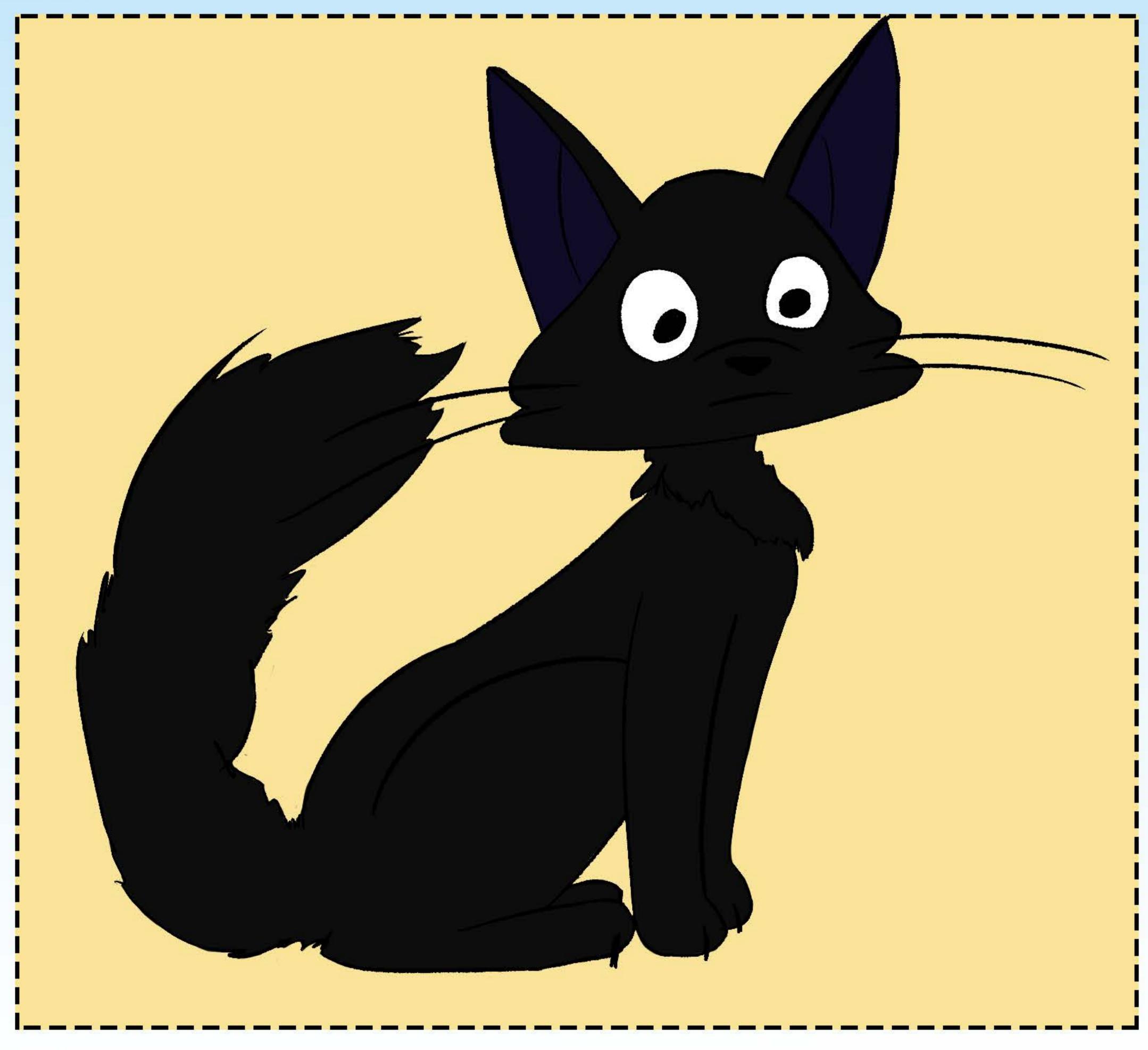
The bug is a true lovebug searching for friendship and affection.

The bug is naive, since it is trying to get affection from a fox.

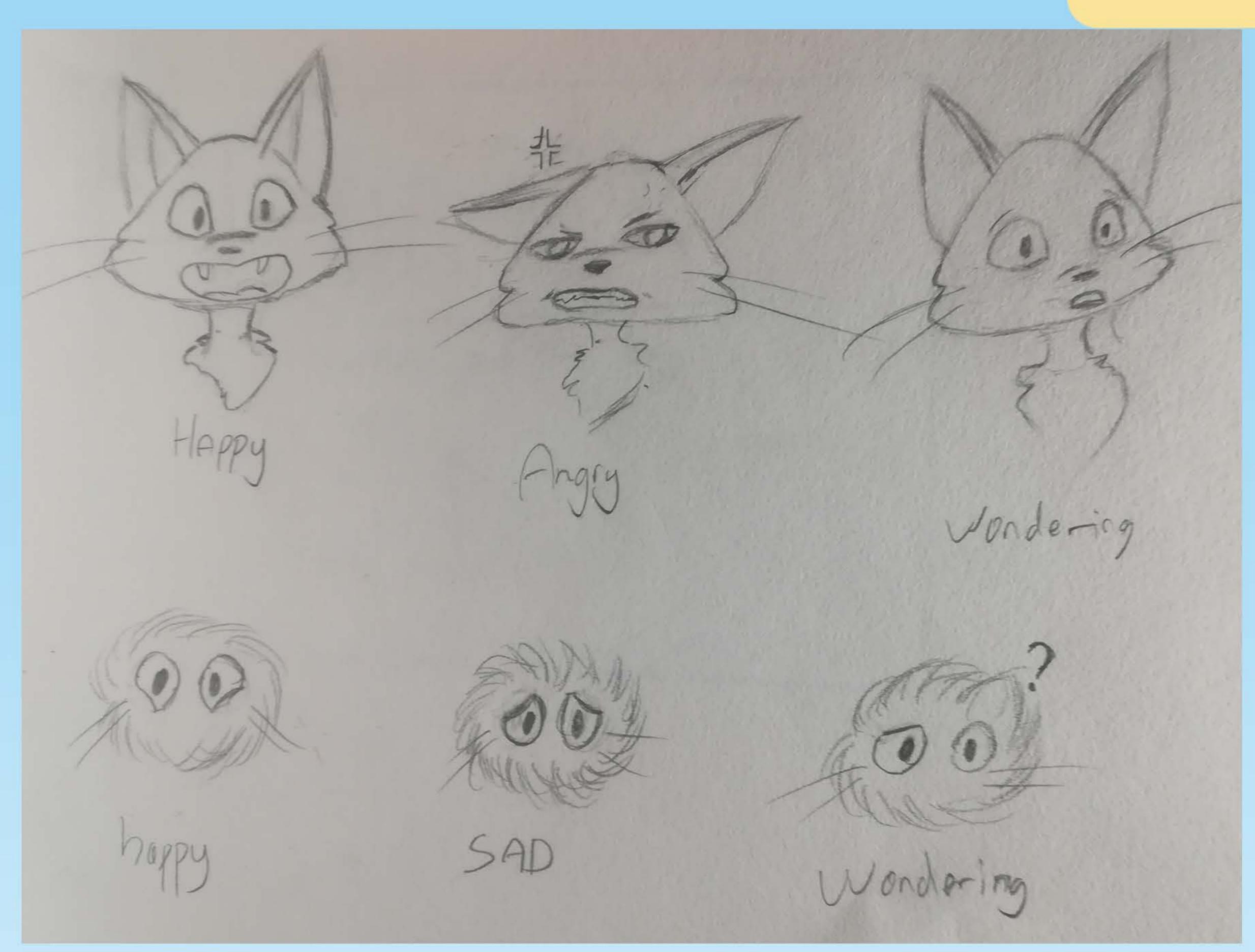
It is very childish in nature and it only has one goal, which is to find a friend.

Character turnaround





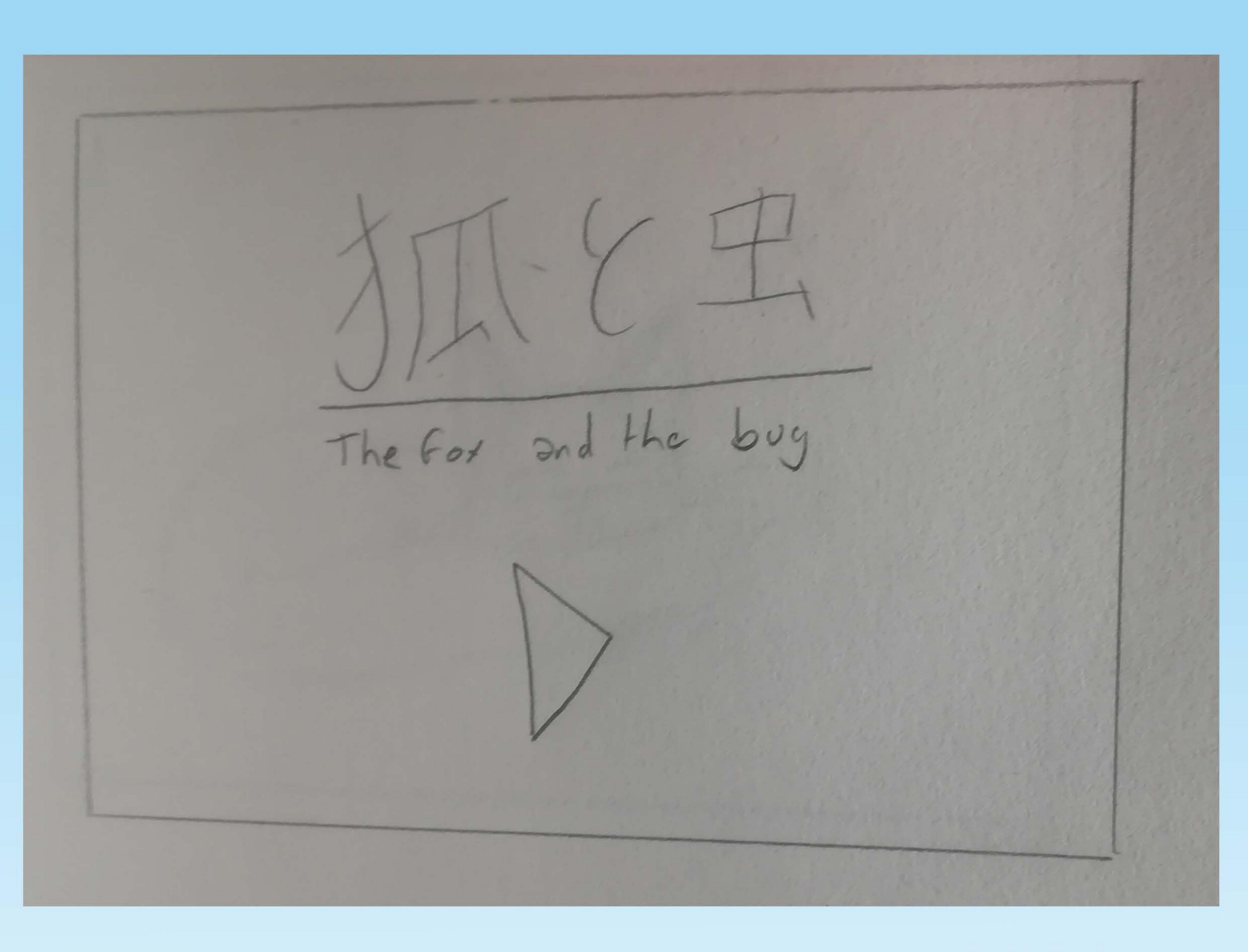
Expressions and Poses











Plot

Intro screen
black with white text
Japnese title is in focus, with the english title under it

Sound

Calm Japanese music playing softly in the background

Interaction

Press play-button to start

Duration

Until play-button is pressed



Plot

The fox is sleeping peacefully until the bug starts buzzing around its ears

Interaction

none

Sound

natual field sounds, buzzing

Duration





Plot

The fox will either sniff the bug to say hi. This will make the bug happy and glow.

Or the fox will swat it away, which will make the bug land on the fox's head. The fox will be annoyed.

Sound

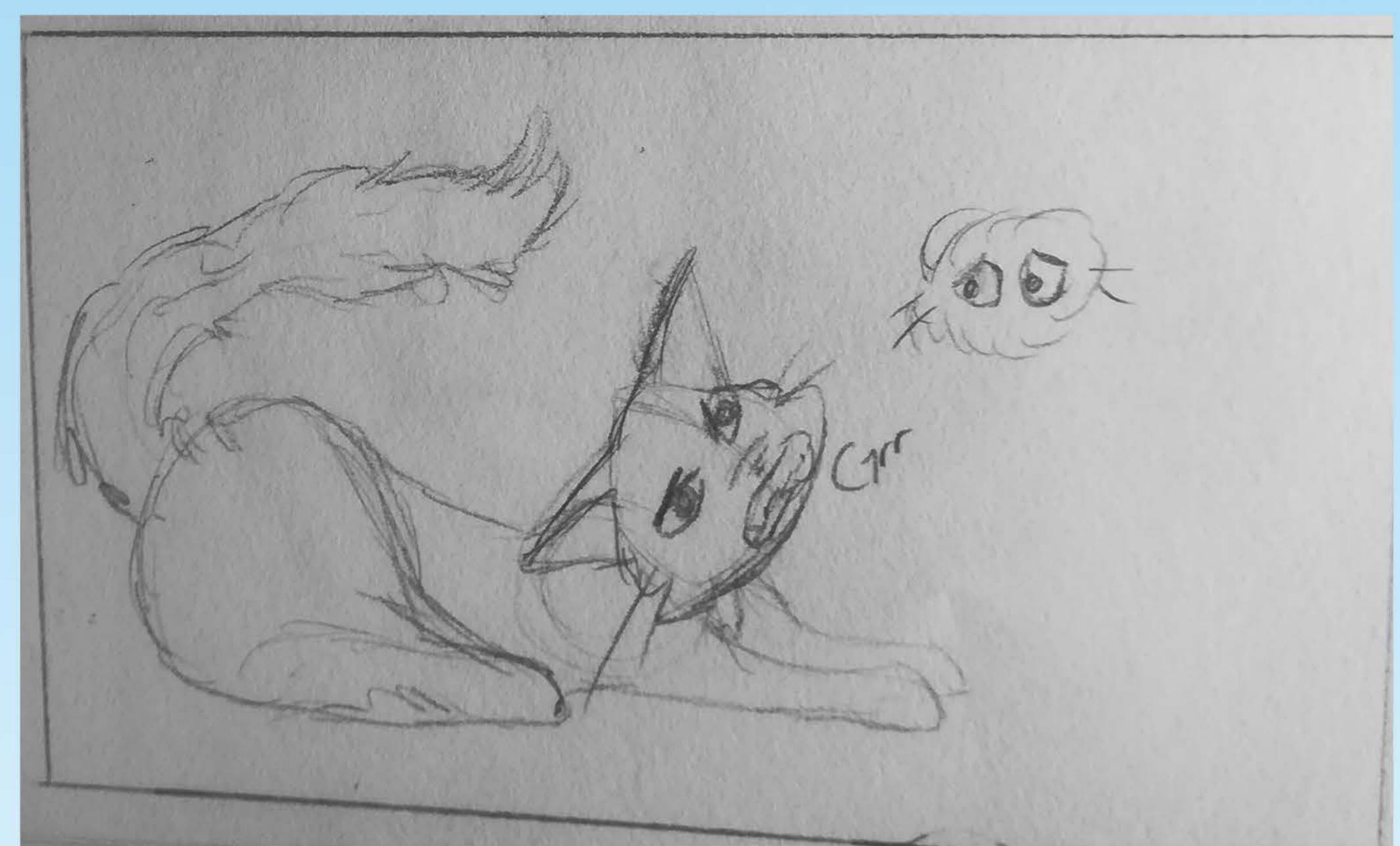
natual field sounds, buzzing, relevant sound effects

Interaction

The user can choose one of the interactions by clicking "say hi" or "swat away"

Duration





Plot

The fox will either befiend the bug

Or the fox will eat the bug.

Sound

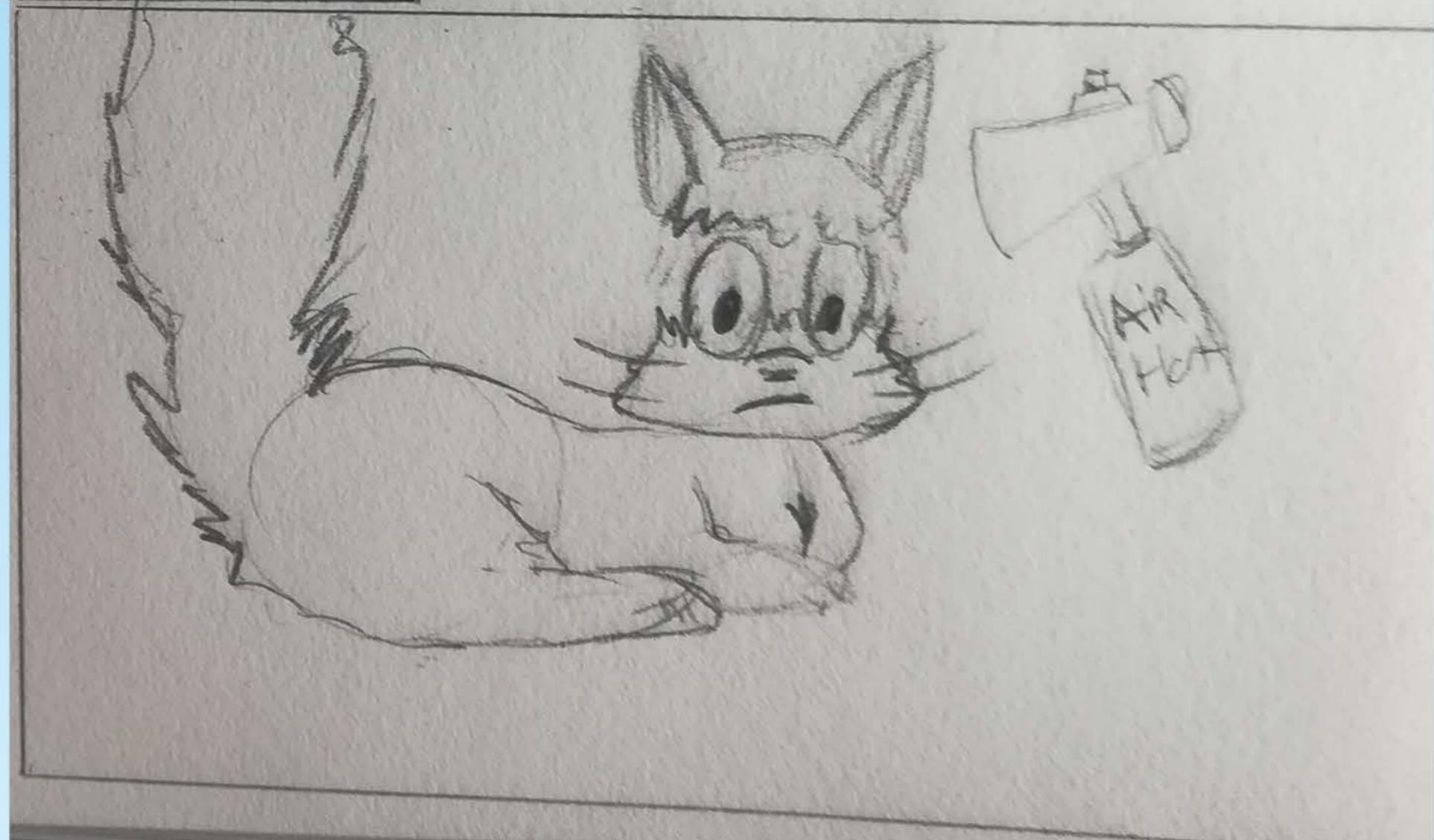
natual field sounds, buzzing, relevant sound effects

Interaction

The user can choose one of the interactions by clicking "befriend" or "eat"

Duration





Plot

if the fox befriended the bug, it will call a friend when it sees the air horn to cover the fox's ears. If the fox ate the bug, its head wil blow up in a funny cartoony way once the airhorn is played

Sound

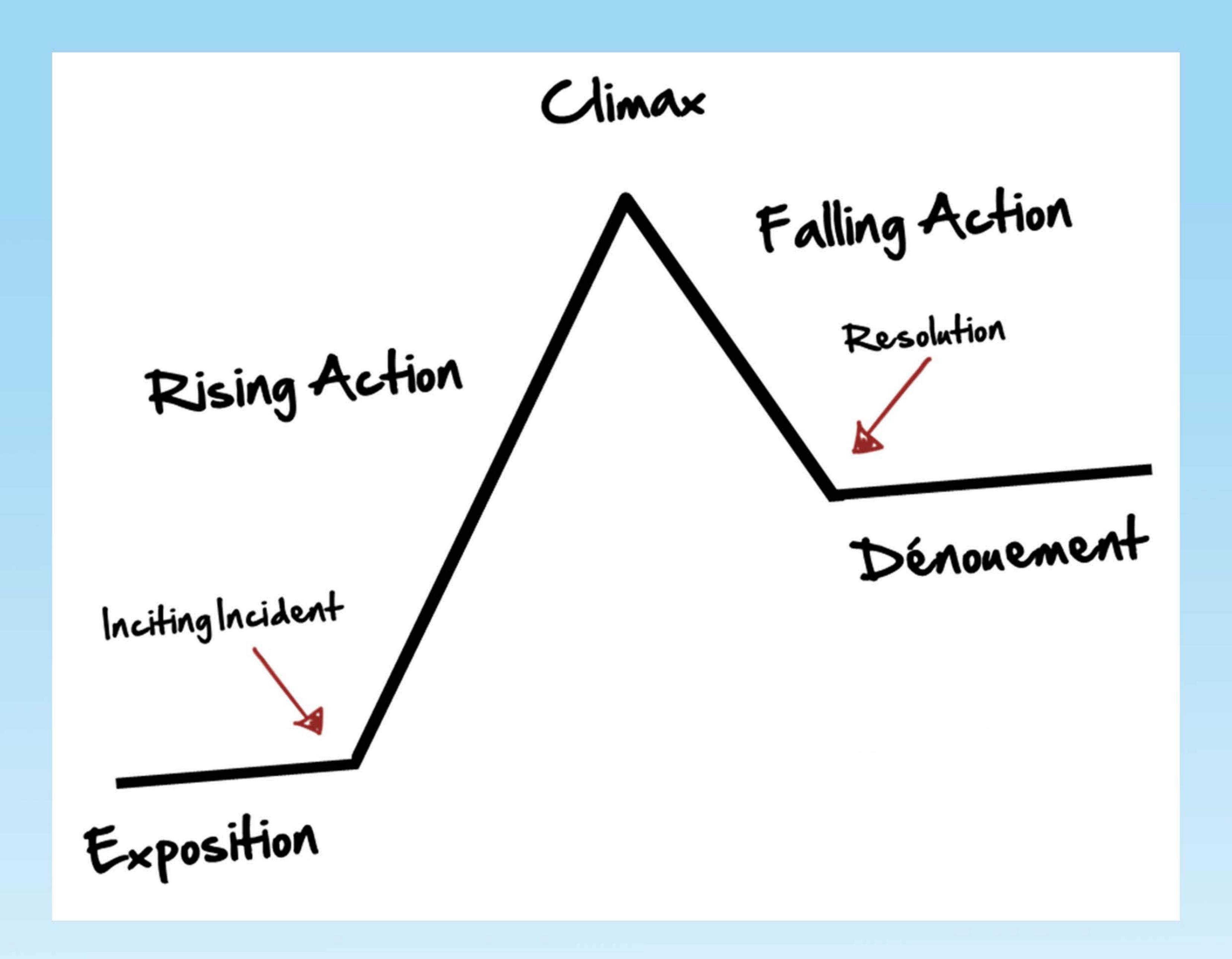
natual field sounds, buzzing, Air Horn sound, relevant sound effects

Interaction

none

Duration

Dramaturgical curve



Prelude

when the fox is sleeping peacefully in the field

Climax

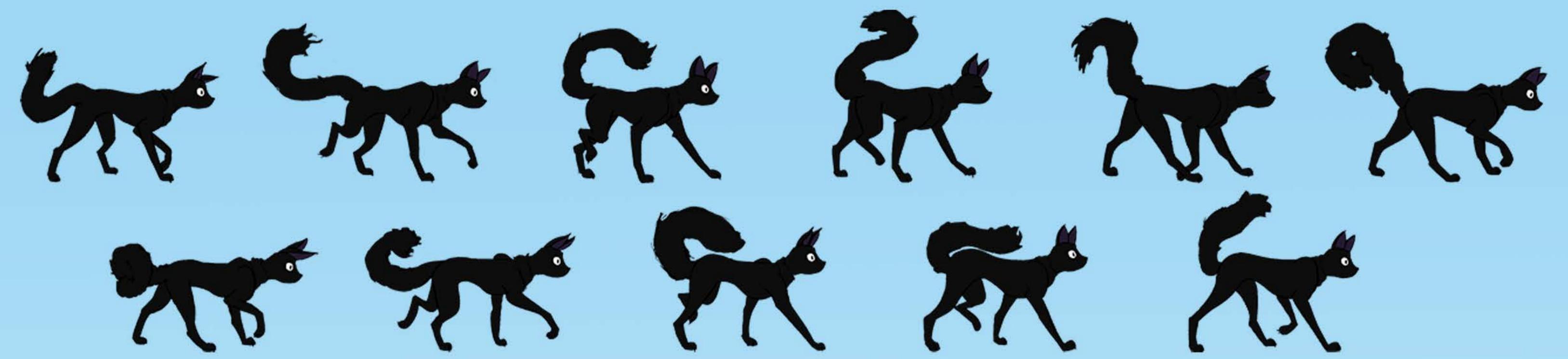
When the airhorn blows

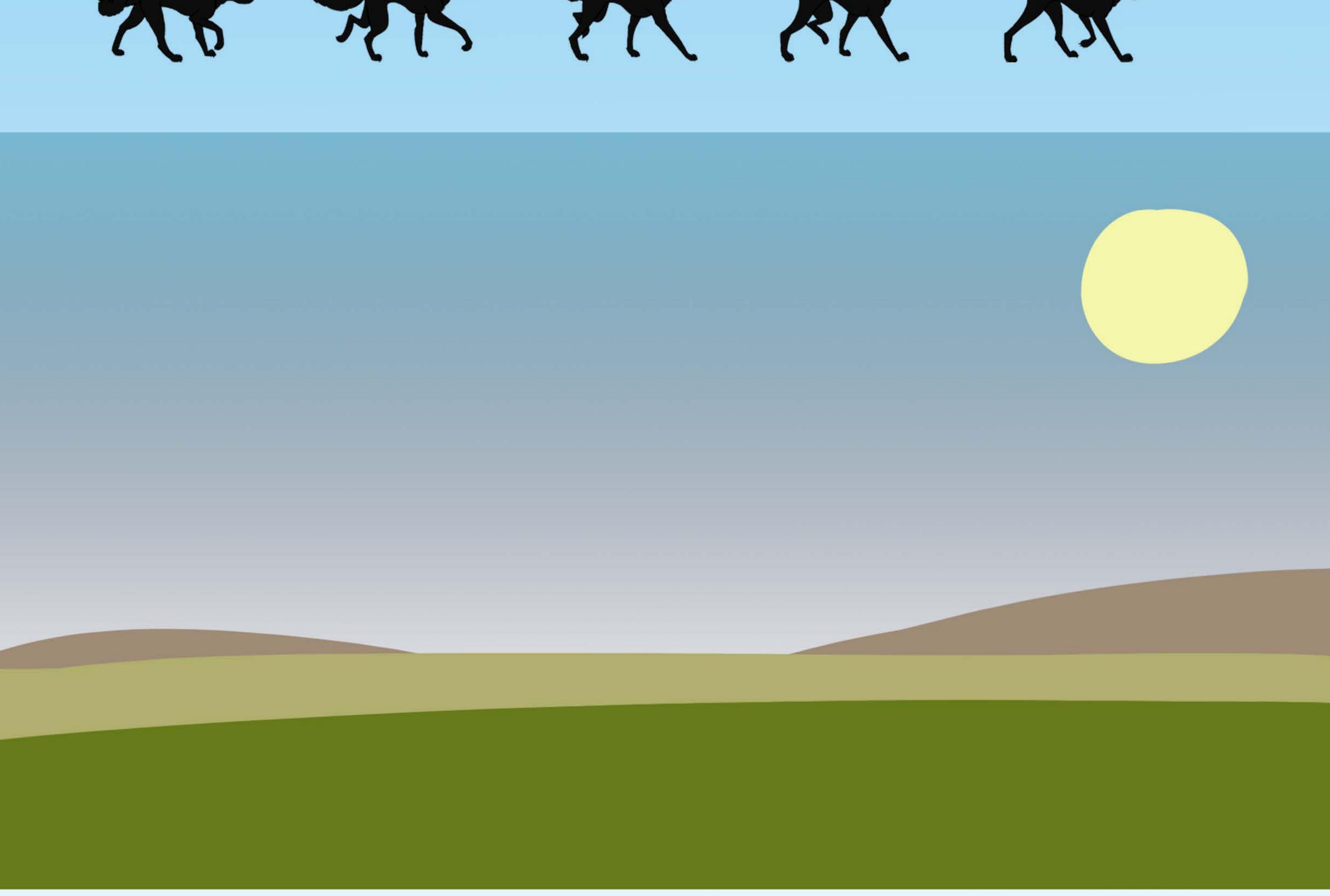
Point of no return

The first interaction with the bug, whether he decides to say hi to it or swap it away

Resolution

The aftermath. the last few seconds, where he is either blown apart, or still sleeping with his newly aquired friends.





Link to animation: http://angelezrameyer.com/kea/fox/