STORYBOARD

Title picture



Action/plot- **title**

Sound- Toto- Africa

Interaction- none

Time- 8-10 secs

Frame one



Action/plot - The main character is sitting in his office, getting emails from patients

Sound- mouse clicks, song
Bongo bong in background

Interaction- The user clicks on the computerthe email from patient shows up.

Time- **Depends on user's click**

User has an option to choose a solution to the case.

Frame two....final one

Due to the fact that new ideas are coming constantly and are being changed, I will leave this space empty for now in order to come up with the best one.

The main idea needs to be simplified which turned out to be more challenging than initially thought.

Message

In the world we live in nowadays, the stress is being a powerful defining factor. With the individual approach ,focusing on positive things and trying to enjoy and cherish moments and having a reason to feel happy everyday we can overcome or at least help ourselves bearing it.

Or: Don't over analyze too much.

Genre/mood:

Humorous, absurde, philosophical

Narrative curve

Prelude - Title picture

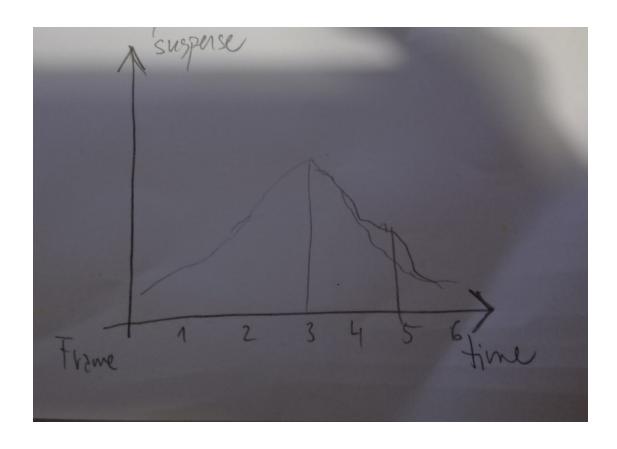
Point of no return- Seeing a patient

Action- Main characters are trying to come up with the best solution to patient's problem with stress. Will the chill pill work? Will it have the wanted effect?

Raising action- The patient takes the chill pill and now everybody is waiting what will happen.

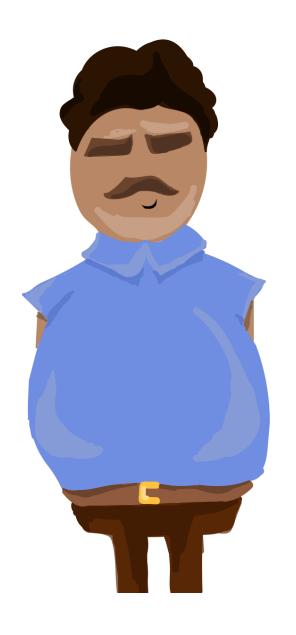
Climax- Under the effect of the chill pill patient solves the problem with stress (coming from the lack of appreciation in her life).

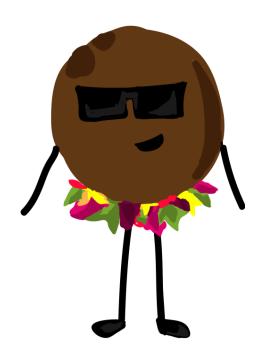
Fade out- Everybody is satisfied with the result. Dog barking can be heard as the scene fades out and credits follow.



WORKSHEET

Two main characters front





WORKSHEET

Main character

What drives the character - Self-realization, noble cause

Character's main goal - Help those in trouble

Character's friends and enemies - <u>Pablo is the hero's best friend, enemy is stress</u> <u>itself. Another possible enemy is unsatisfied/ wrongly treated patient</u>

What is at stake for character - He risks failure by wrongly judging the situation

What the character need to fulfill goal/mission - He needs to find a right solution for different kinds of stress sources

Character no.2

Character's main goal - Helping to fulfill a good cause - fighting the stress

Character's role/part in the story - Helps the main character, his right hand.

Character's friends and enemies - The enemy is again, stress itself and a possible enemy is unsatisfied/ wrongly treated patient

What is at stake for character - He risks failure by wrongly judging the situation, being equally responsible for the action.

What the character need to fulfill goal/mission - Helping the main character to find a right solution for different kinds of stress sources

WORKSHEET

Main character's characteristics

Physical

Gender - not specified

Age- **35**

Height- short but easy to spot

Weight- a kilo or two

Eye color- unknown

Hair color- dark brown

Enhanced features- sunglasses and flower lei

Build- round

Psychology

Beliefs- that he can be a helpful, contributing member of society

Fears - **fear of failing**

Prefers groups or solitary life- great social skills and high emotional intelligence but also enjoys time alone

Planned-out or spontaneous- planned-out

Hobby- fishing, collecting stamps, barbeque parties

Prejudices- tries to keep away from those, though easily gets caught on in conspiracy theories

Ambitions- kind of "heal the world" ambition

Addictions- sour candy

Journal entries- yes, very profoundly

Leader or follower- leader

Music & book preferences- blues & scandinavian detective series

Sleeping habits- never satisfied

How does x relax- hobbies, yoga

Obsessions- can get too obsessive/deep into psychoanalysis

As seen by others- the cool guy

As seen by self- the cool guy

Special memories- Hawaiian nights

Social/family

Parents - non existent record of them

Siblings- many

Marital status- single

Relationship- single

Pets- none

Friends- Pablo, few back home in Hawaii, former classmates

Enemies- stress

Eating habits - appetite of a teenage boy

Accent - **Hawaiian**

Living space - houseboat

