

Style tile



Stroke: none, or blurred strokes.

Shapes: rounded, blurred, smoked.

Composition: 2D, flat composition (background, foreground.) Moves from the left to the right like in «die and retry games.» Shadows and simple shaped characters.

Typography:

Lato - thin sans-serif and rounded font.

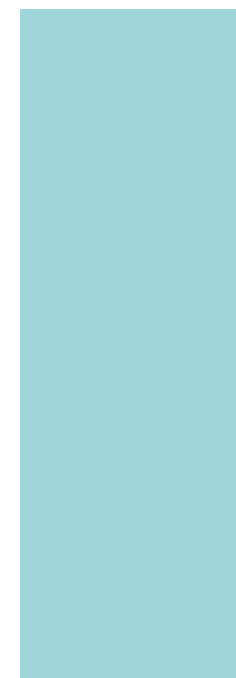
Colours: light palette of blues and pinks.



#133A55



#A0D5D8



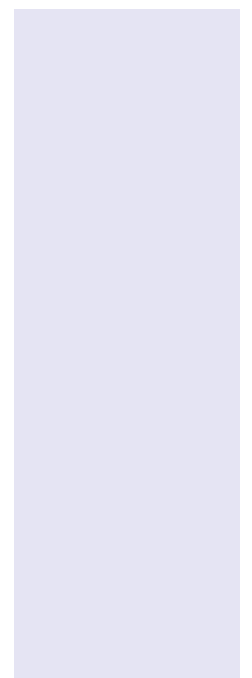
#D2EAE9



#D6CFE8



#E4E3F3



Story universe

Resumé: Like in a «Die and retry» game, the character is trying to seduce a girl from the day he meets her until he finally dates her. Love making him feel inattentive and clumsy, many unfortunate things will happen to him and make him die. Every time the spectator hopes that he will finally get it on with her... but is it really possible ?

Personnality: The main character is a romantic guy, unlucky but always optimistic and full of hopes. He is also very naive and always tries to reach his goals even if he always got disappointed in his love life.

Inspiration: dumb ways to die, Limbo, every Die and retry games...

Message: «Try, die, and retry: a love story.» - «Stop being stupid for love» - «Being romantic kills.»

Mood: Romantic, poetic, dreamy, sarcastic.

Interaction: After each time the main character dies, a message will ask the user if he wants to keep going or if he gave up the story.

Work sheet

Character sheet

Story name: Die and Retry: A love story.

Character names: Air & Feu



2-3 characters (front) side by side

Your name: MATHILDE FRACHON

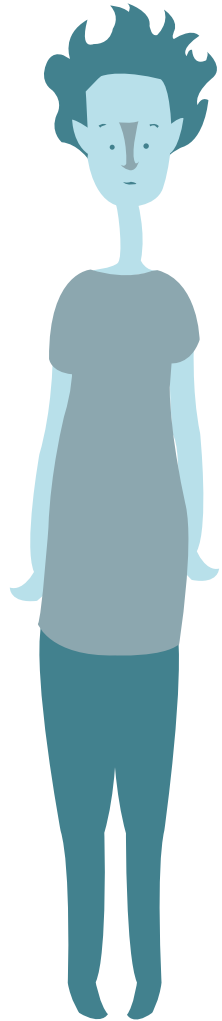
Work sheet

Model sheet

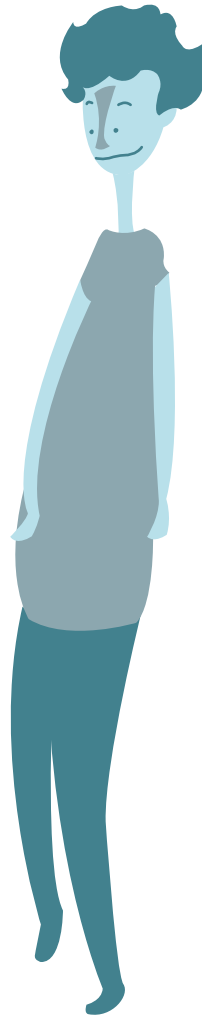
Story name: Die and Retry: A love story.

Character name: Air

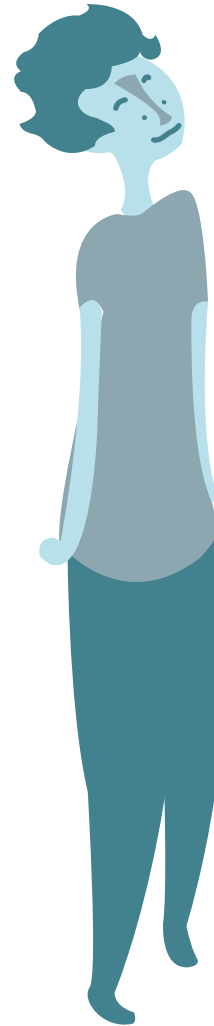
Front



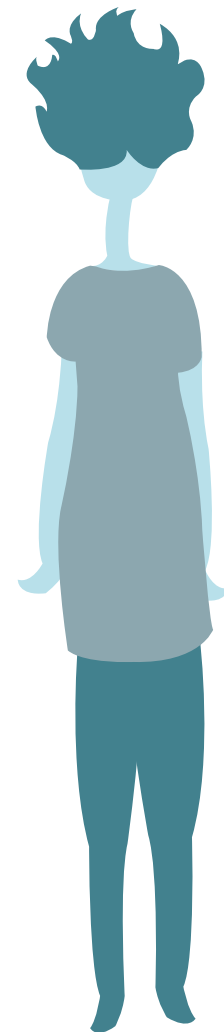
Left side



Right side



Back



Your name: _____

Work sheet

Pose sheet

Main character: Die and Retry: A love story.

Core situations incl. props: _____

Situation 01

Situation 02

Situation 03



Your name: _____

Work sheet

Story name: Die and Retry: A love story.

Character name: Air

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)

Love

Character's main goal:

To seduce his soulmate he just met.

Character's friends and enemies:

Feu is both his friend and his enemy: it is because of her that he will be so unlucky and clumsy but she is also all that he wants. He is desperate because it seems that he will never have her.

What is at stake for the character:

Eau is at a great point at his life where he can choose between two main ways: give up on her or keep going no matter the consequences.

What the character needs to fulfill the goal/ mission:

He needs to try again and again if he really hopes meeting her again (in a romantic way).

Your name: _____

Work sheet Physical - Psychological - Sociological 01

Main Character name: Air

Gender(s) Male

Age 26 years old

Height 1m91

Weight 78kg

Eye color grey

Hair color blue

Distinguishes marks (tatoo, piercing, scars) /

Illnesses /

Enhanced features He is all blue.

Strengths Romantic, obstinate, optimist.

Handicap Clumsy, day-dreamy, naive.

Weakness Love

Build (basic shape) slender, fragile, unstable shapes.

Social/family

Parents no parents, or family, Eau is like a soul,

Siblings he is not a proper human being.

Marital status no

Relationship no

Pets no

Friends no

Enemies no

Ethnicity spirit ?

Eating habits just the minimum required for his health.

Main mode of transportation walking.

Workspace /

Important items /

Weakness /

Accent /

Living space his renting a room in a hotel.

MATHILDE FRACHON

Your name: _____

Work sheet Physical - Psychological 02 - Sociological 01

Main Character name: Air

Beliefs believes in his soulmate and spiritual matters

Superstitions he is not superstitious

Fears being alone. (single)

Prefers groups or solitary life solitary life

Planned-out or spontaneous spontaneous

Hobby walking around, taking pictures, observe...

Prejudices finding your soulmate is the only way to be happy.

Stressors growing up and still being single.

Ambitions / He lives day by day, has no ambition.

Addictions /

Journal entries(keep diary) /

Leader or follower follower

Music & book preferences progressive and psychedelique

Sleeping habits sleeps a lot

How does x relax walking around

Recreation /

What excite s discovering things different to his universe

Obsessions love and find his soulmate

As seen by others his transparent, they don't see him

As seen by self as a small insignificant thing

Special memories /

Nightmares a life alone.

Clothes

Costume cotton or linen shirts and pants.

colors light blue, light green, white

style /

uniform/specific outfit /

Rank /

Embroidery /

Belt, hat /

Decoration /

Your name: MATHILDE FRACHON

Work sheet

second character

Story name: Die and Retry: A love story.

Character name: Feu

Characters role/part in the story:

Feu is what Air would like to catch but she seems always volatil.

Characters main goal:

Her goal is to live her life without thinking, independently.

What is at stake for the character:

Characters friends and enemies:

Air is her friend because he seems nice, even if she doesn't need him she likes being in his company.

What the character needs to fullfill goal/ mission:

Your name: _____

Story board

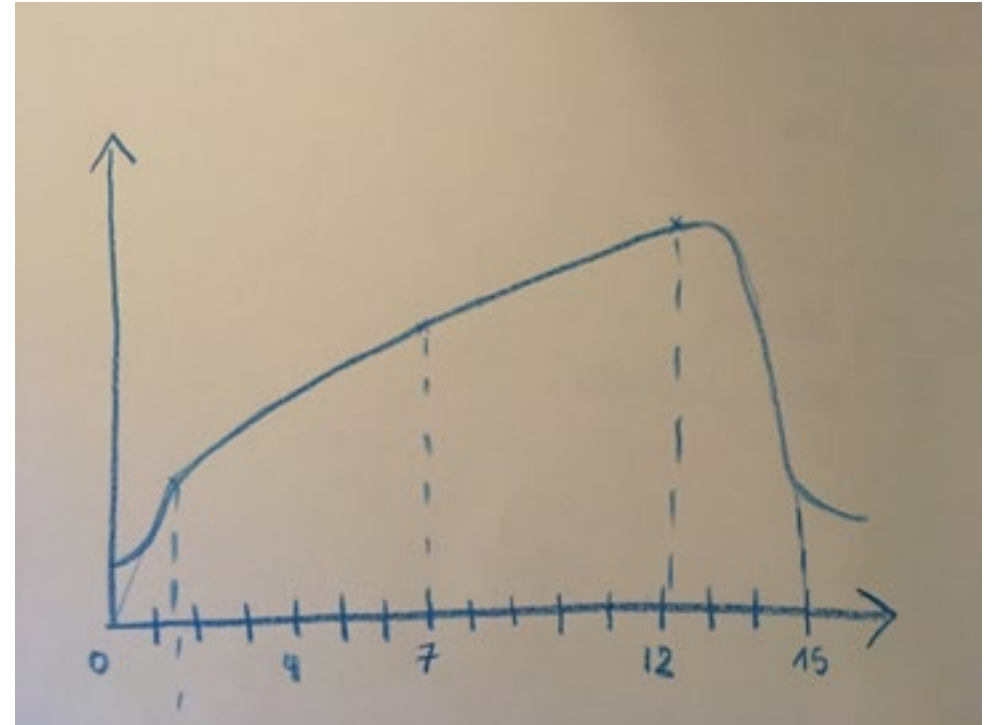


Background: Colourful poetic void.

Song: Sigur Ros Svefn-G-Englar.

Message: Is always looking for the perfect love worth it ? Is it even possible ?

Mood: Romantic, poetic, dreamy, sarcastic.



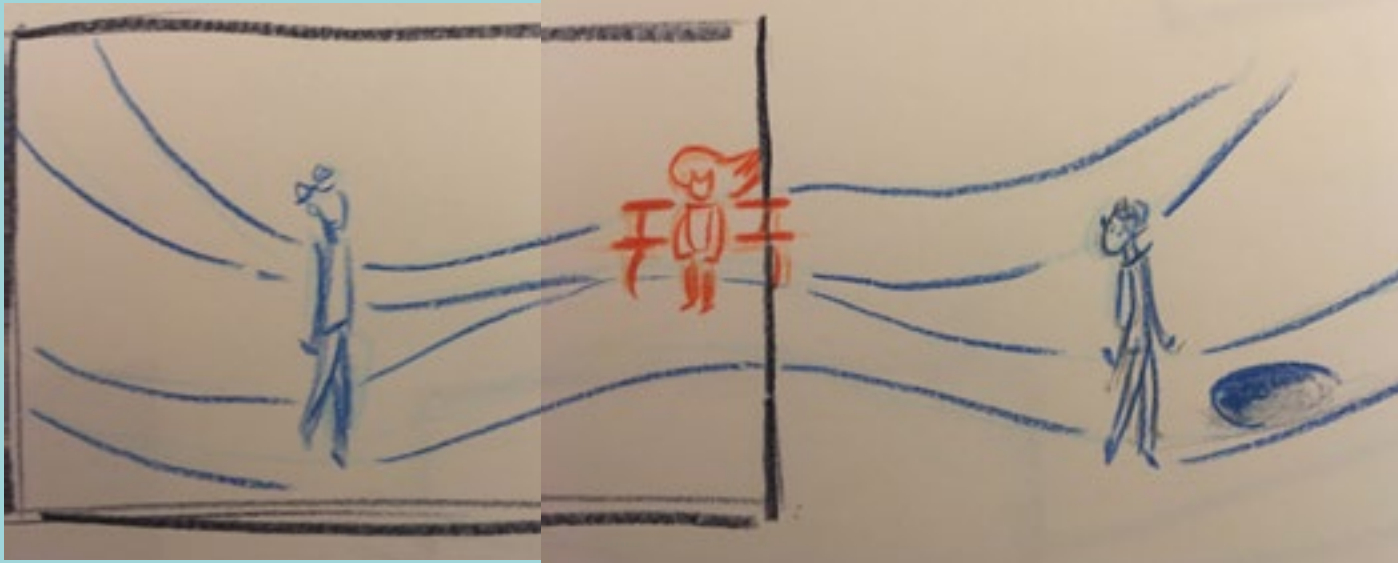
Prelude: Air is walking.

Point of no return: He sees Feu.

Action and Rise action: He can't stay focus and act well while is seing her and always die.

Climax: He is finally in front of her and touch her.

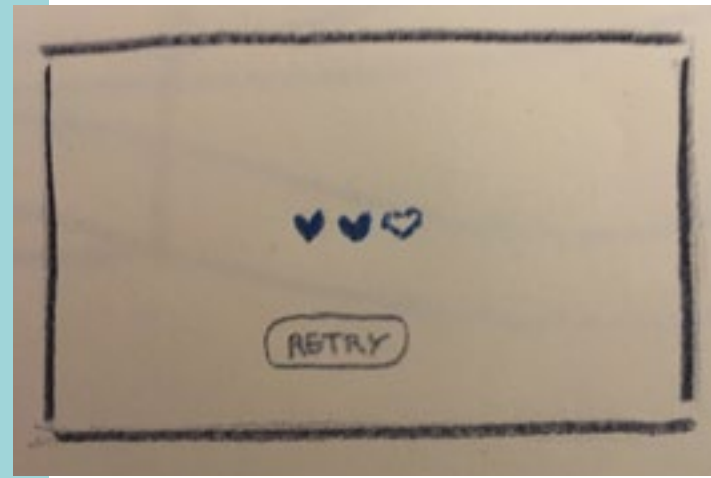
Fade out: They both explode and the last heart is blinking without showing to the user if this life is lost or if he won.



Frame 1: slow travelling in the same time than the character is walking.
Time: 9".



Frame 2: Fix, the character is falling into a hole.
Time: 2".



Frame 3: Fix, the character loses one life.
Interaction: The user has to click to retry.



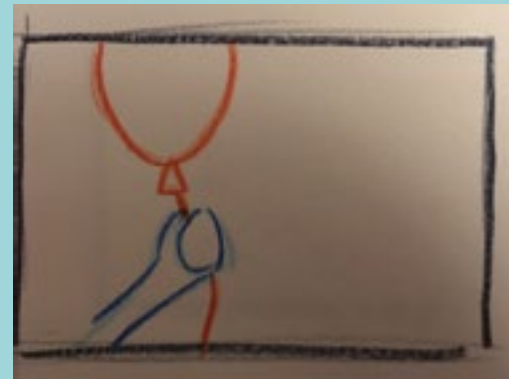
Frame 4: slow travelling in the same time than the character is walking. Time: 9".



Frame 5: Fix, Feu is losing her balloon. Time: 2".



Frame 6: rapid travelling while Air is running after the balloon. Time: 5".



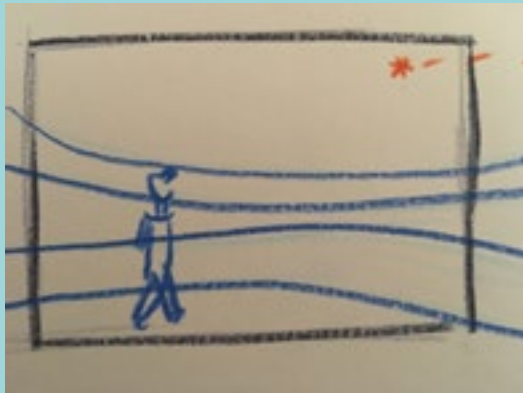
Frame 7: Fix, Air catches the balloon. Time: 1".



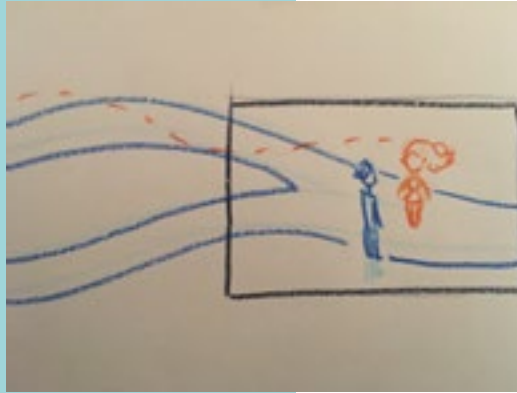
Frame 8: Fix, Air is flying away. Time: 4".



Frame 9: Fix, the character loses one life. Interaction: The user has to click to retry.



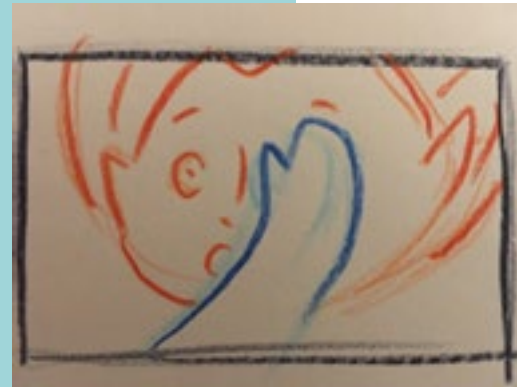
Frame 10: slow travelling in the same time than the character is walking.
Time: 9".



Frame 11: Fix, Feu is smiling at Air.
Time: 2".



Frame 12: Fix, Air tries to touch Feu.
Time: 5".



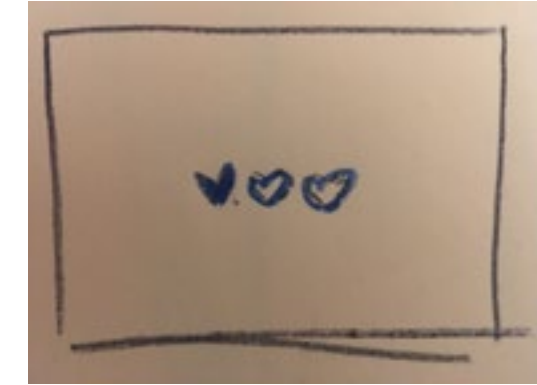
Frame 12: Fix, their body become shapes and mix eachover. Time: 4".



Frame 13: Fix, Explosion.
Time: 2".



Frame 14: Fix, Explosion.
Time: 2".



Frame 15: the last heart is blinking.
Time: 4".

Sprite Sheet



[click here for the animation](#)