

Style tile

Example of the style

Inspirations from the style:

Limbo

Contour line:

There is no contour line.

Characters/background relationship:

The main characters are plain black with white glowing eyes. The background has different shades of grey and its blurred so there is a feeling of depth making in this way the contrast with the main characters quite noticeable.

Specific characteristics in the style:

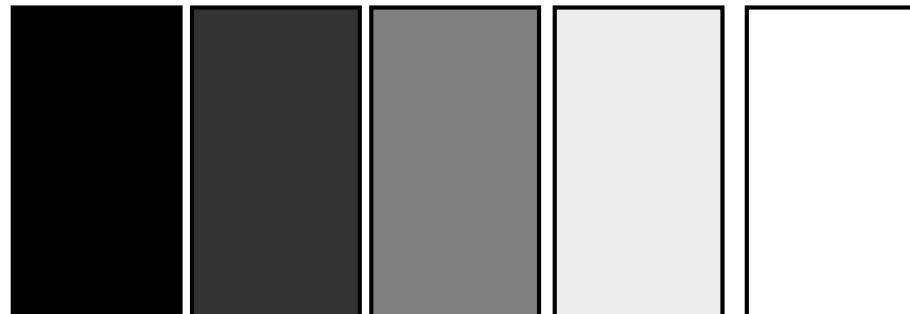
Everything is dark and gloomy except some specific objects which are white and shiny.

Typography:

San serif, but with sharp stroke.



Colours:



Description of the Idea

The story:

The main character is a very plain looking guy and he is set on a very mysterious place. As the story goes forward we start to understand that he is living his own memories.

We don't know the main character but as long as the story advances he faces many obstacles that englobe his fears and bad memories.

He is desperately looking for something but we can't understand what.

Finally after the obstacles he finds what he was looking for and it's a flower with a bit faded lady.

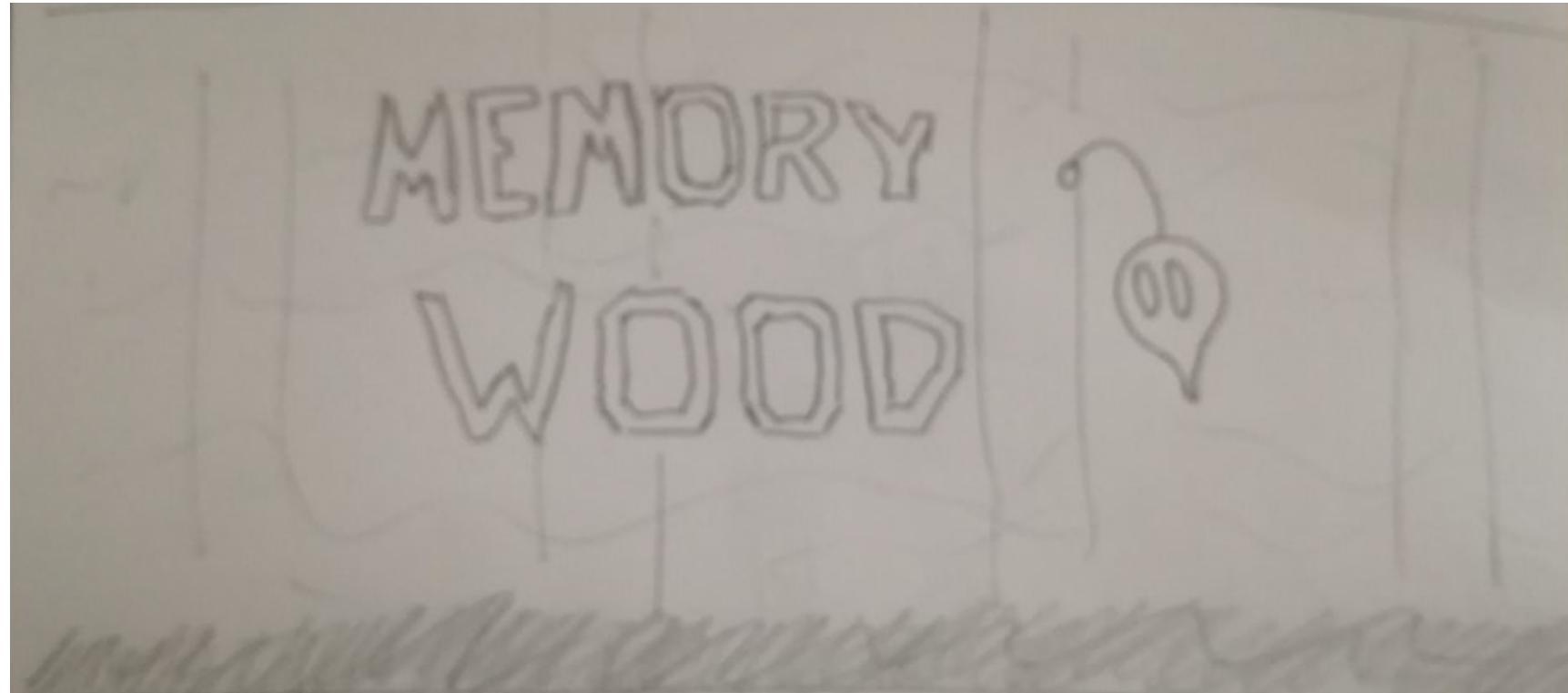
It's a very introspective and I am going to try to make an ending that could have different meaning depending on what the user perspective.

The message:

Accept the past move on the future

Genre/mood:

Dark, introspective, tragic



Action/plot: Title

Music: Mysterious piano music

Interaction: none

Time: about 5 sec



Action/plot: Woodboy walks with
little ghost around the wood looking for something.

Interaction: none

Music: Mysterious piano music
Time: about 5 sec



Action/plot: Woodboy finds what he is looking for, he is sad for an unknown reason to the user.

Interaction: none

Music: Mysterious piano music and can hear heavy steps and breathing

Time: about 5 sec



Action/plot: BadMemo shows up and it wants to destroy all of them. Little ghost trys to protect woodboy.

Interaction: User has to click on the shiny ball from little ghost.

Music: dark scary music

Time: Until the user presses the light ball



Action/plot: Little ghost gets knock out possibly dead and woodboy gets angry. He starts to shine and strong wind starts and BadMemo its pushed away.

Interaction: User has to click on woodboy repeatedly for him to gain strength and courage.

Music: strong wind sound with soulful piano music

Time: Until the user presses enough times on woodboy

THE END



MEMORY WOOD

By: Alberto Padreco

KEA MHD



Action/plot: Little ghost gets back up and End title appears.

Interaction: none

Music: mysterious piano music
Time: about 5 sec

Analyzed with the Narrative curve

Prelude: Title

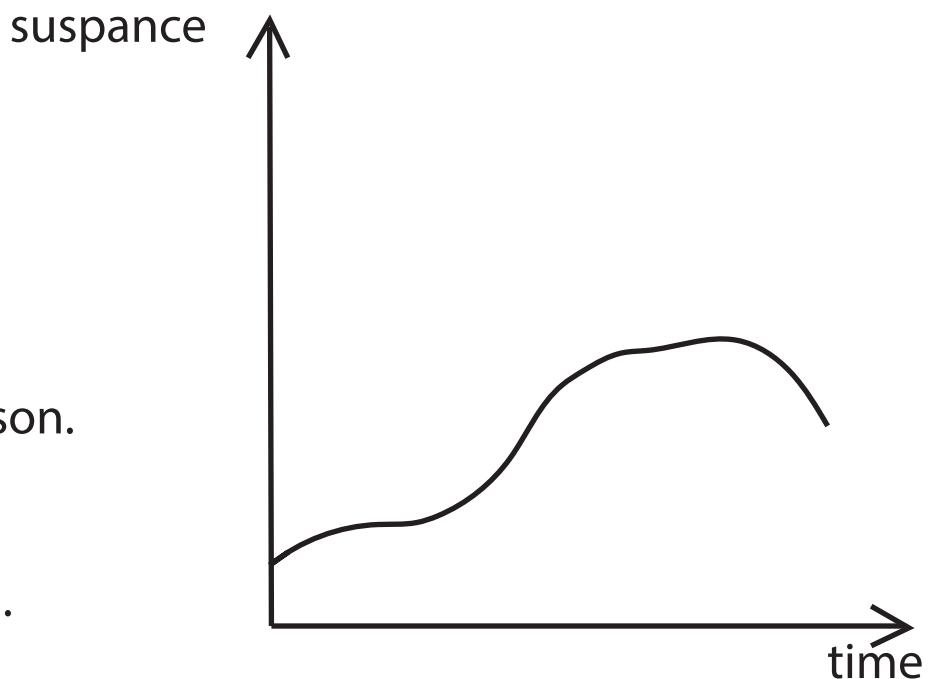
Point of no return:
Woodboy and little ghost walking around.

Action:
Woodboy finds the tree and is sad for some reason.

Rising Action:
Bad Memo is arriving and little ghost is alarmed.

Climax:
Fight starts, little ghost gets knocked out and woodboy gets his powers.

Fade out:
Woodboy sits by the tree and little ghost gets back up.
Credits.

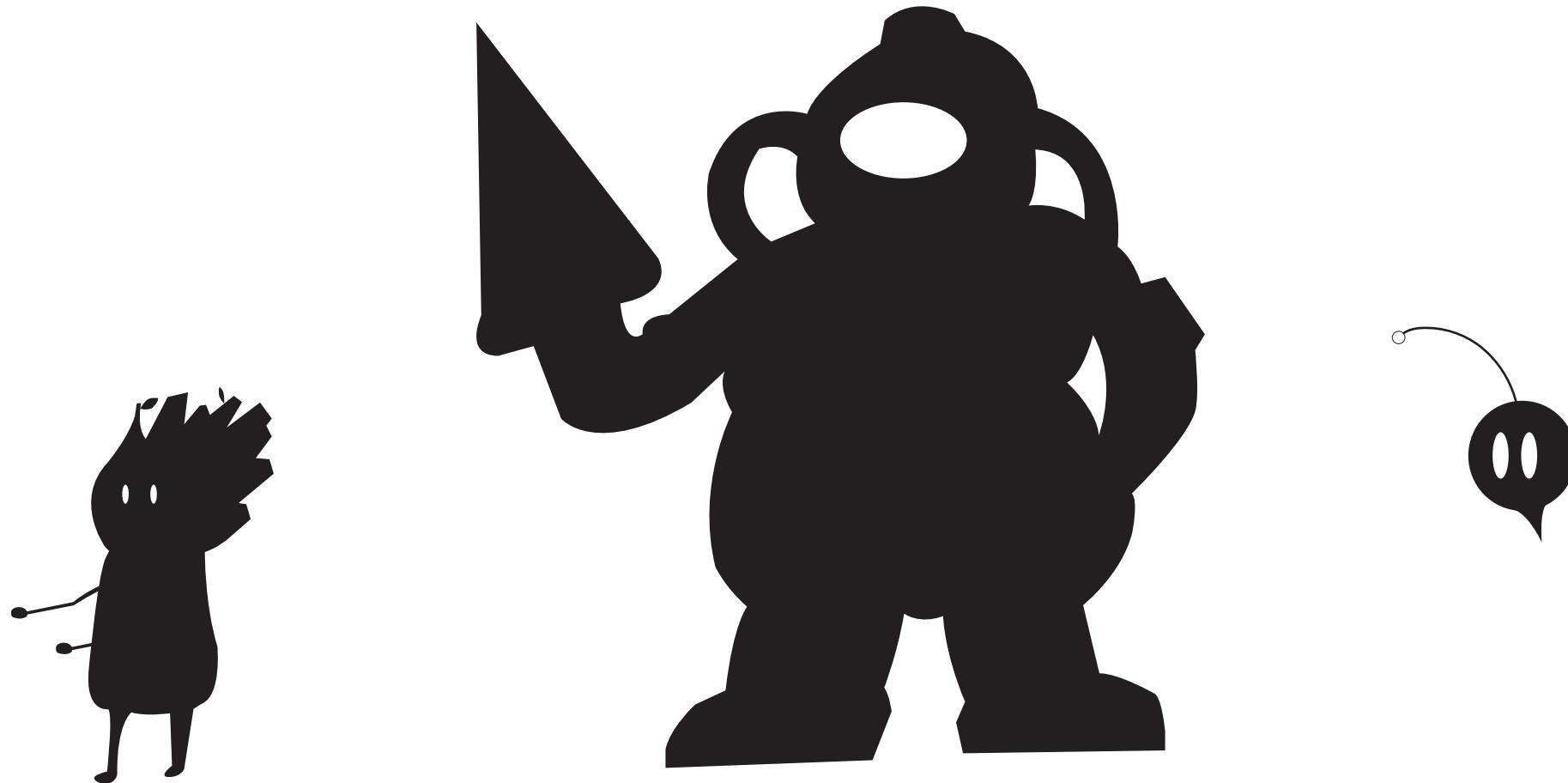


WORKSHEET

Character sheet

Memory woods

Character names: Woodboy, BadMemo, Little Ghost

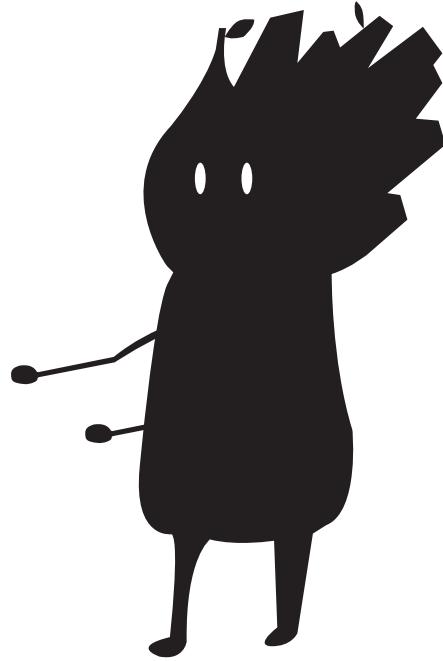


WORKSHEET

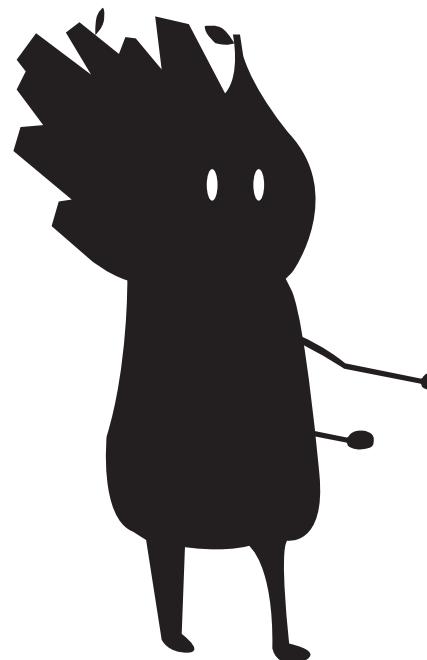
Model Sheet

Memory woods
Character name: Woodboy

right side



left side



WORKSHEET

What drives the main character

Memory woods
Character name: Woodboy

Character's main goal

His goal is to find something unknown.
He doesn't know until he finds it.

Character's friends and enemies

Woodboy's sidekick is little ghost and
his enemy is BadMemo who tormented him
for all his life.

WORKSHEET

Physical and Psychological

Gender: Boy

Age: unknown

Height: 1.5 meters

Weight: 60kg

Build: Mainly tree shaped

Weakness: A bit afraid of everything

Enhanced features: Gets power when inspired

Memory woods
Character name: Woodboy

Link to the animated sprite sheet

<http://albertopachecomm.com/02-basicanim2/woodboyanim.html>

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