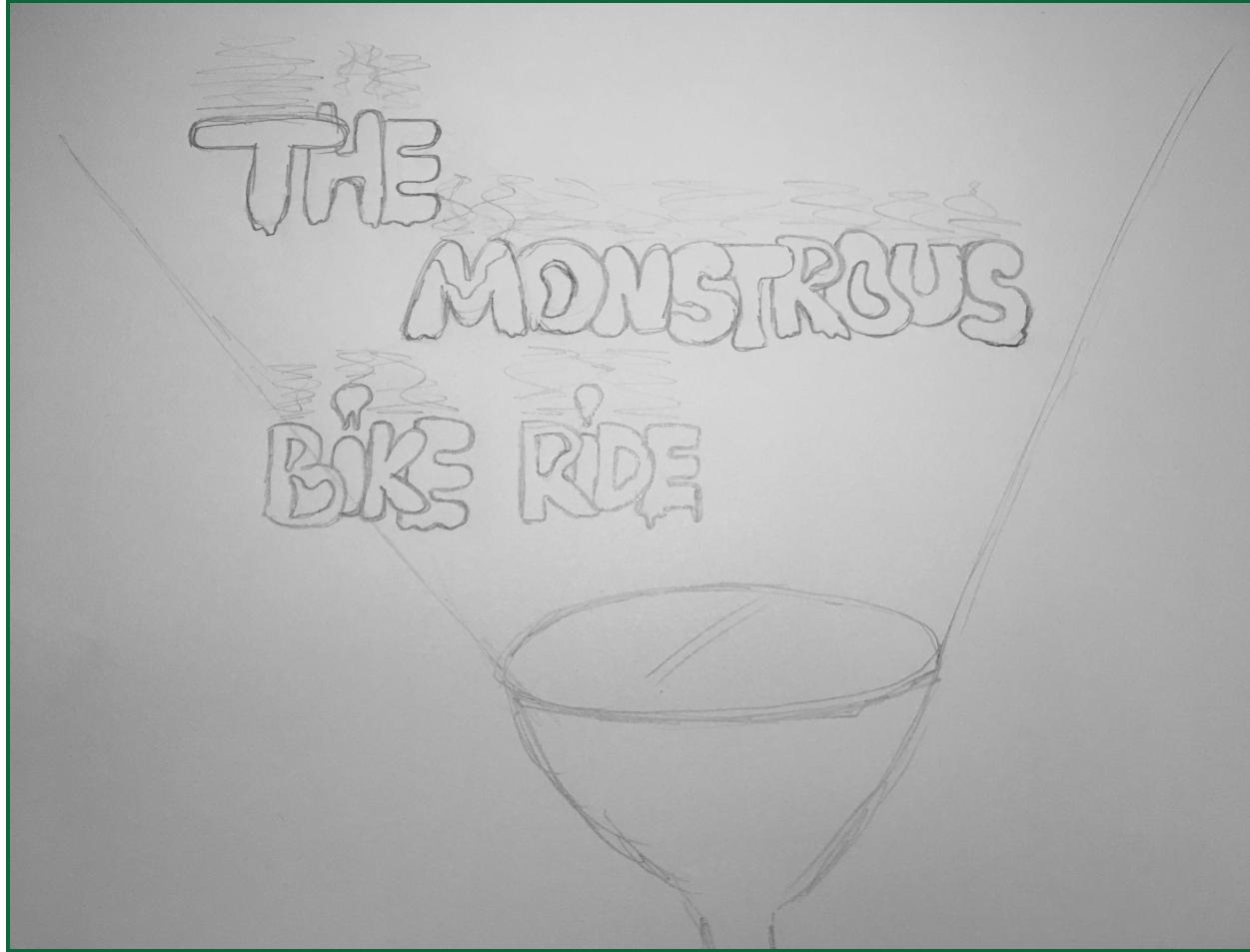


SCENE #1



ACTION/ PLOT:

Title

INTERACTIVE ELEMENTS:

None

SOUND/ MUSIC:

Dark Fantasy
Instrumental

TIME:

6 seconds

SCENE #2



ACTION/ PLOT:

The Alien is about to ride his bike at night.

INTERACTIVE ELEMENTS:

The Alien and his bike are highlighted, waiting for the user to click so that he starts biking.

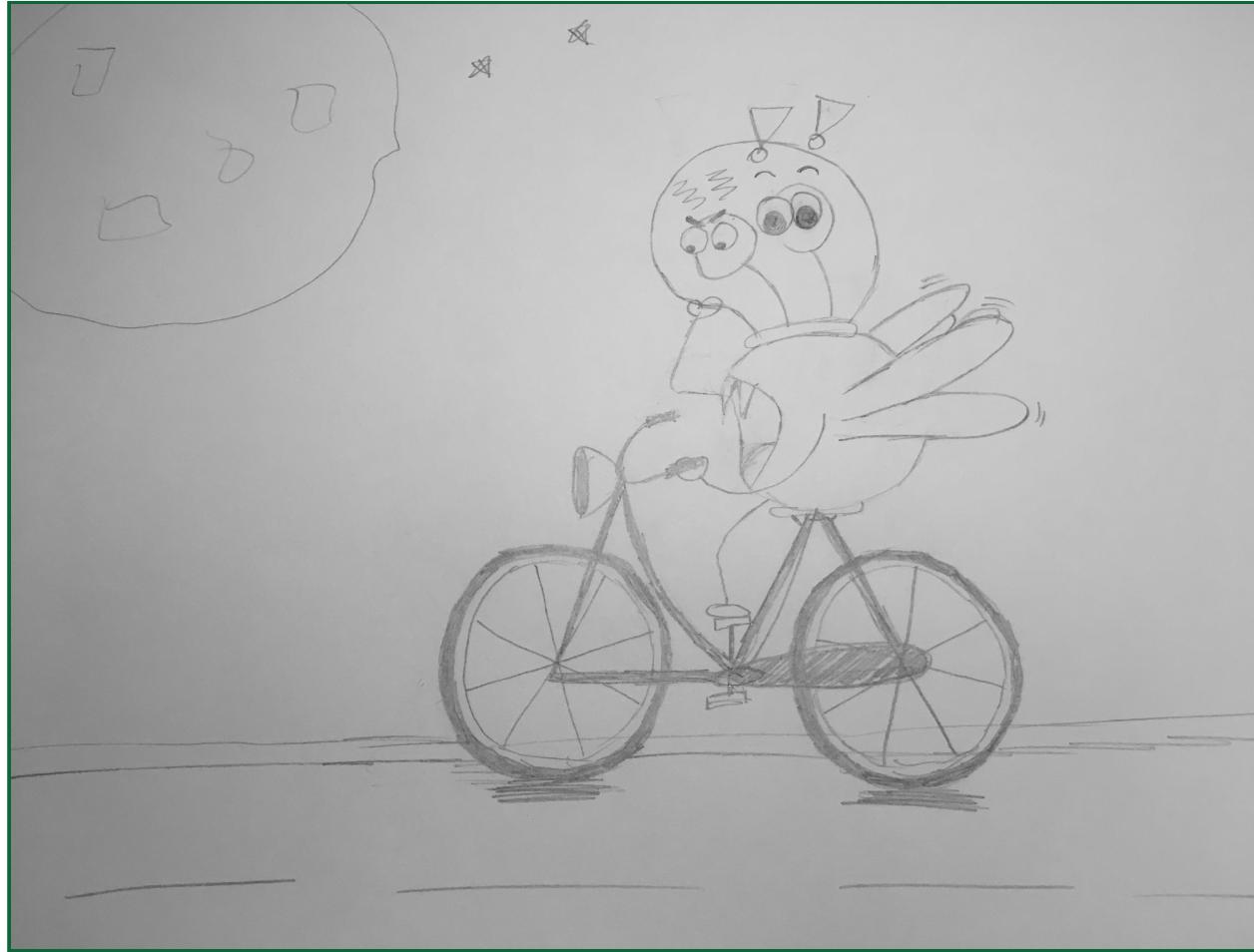
SOUND/ MUSIC:

Dark Fantasy Instrumental

TIME:

Until animation starts.

SCENE #3



ACTION/ PLOT:

5 seconds after it starts biking, the lights go off, and he stops.

INTERACTIVE ELEMENTS:

The user can click on the light, it will blink twice like if it would work, but it will turn off again

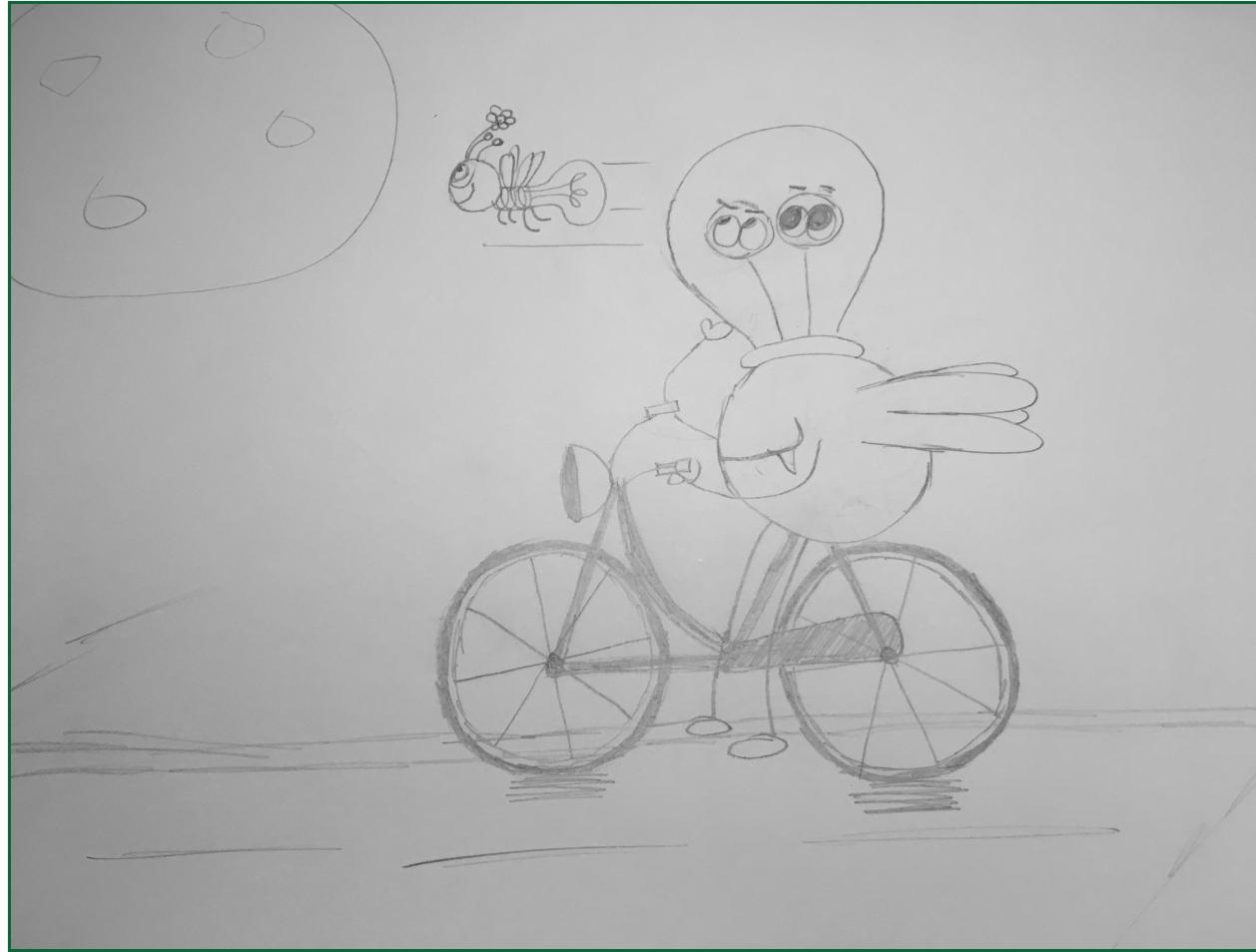
SOUND/ MUSIC:

-Background Dark Fantasy Instrumental
-Grunts from the Alien while the lamp blinks (interactive)

TIME:

around 6 seconds, until next scene comes in (firefly)

SCENE #4



ACTION/ PLOT:

Suddenly a happy cute Firefly passes, and the Alien immediately looks up

INTERACTIVE ELEMENTS:

- 3 buttons pop up:
 - 1- "Get it!"
 - 2- "Let it go"
 - 3- "Use your wings"

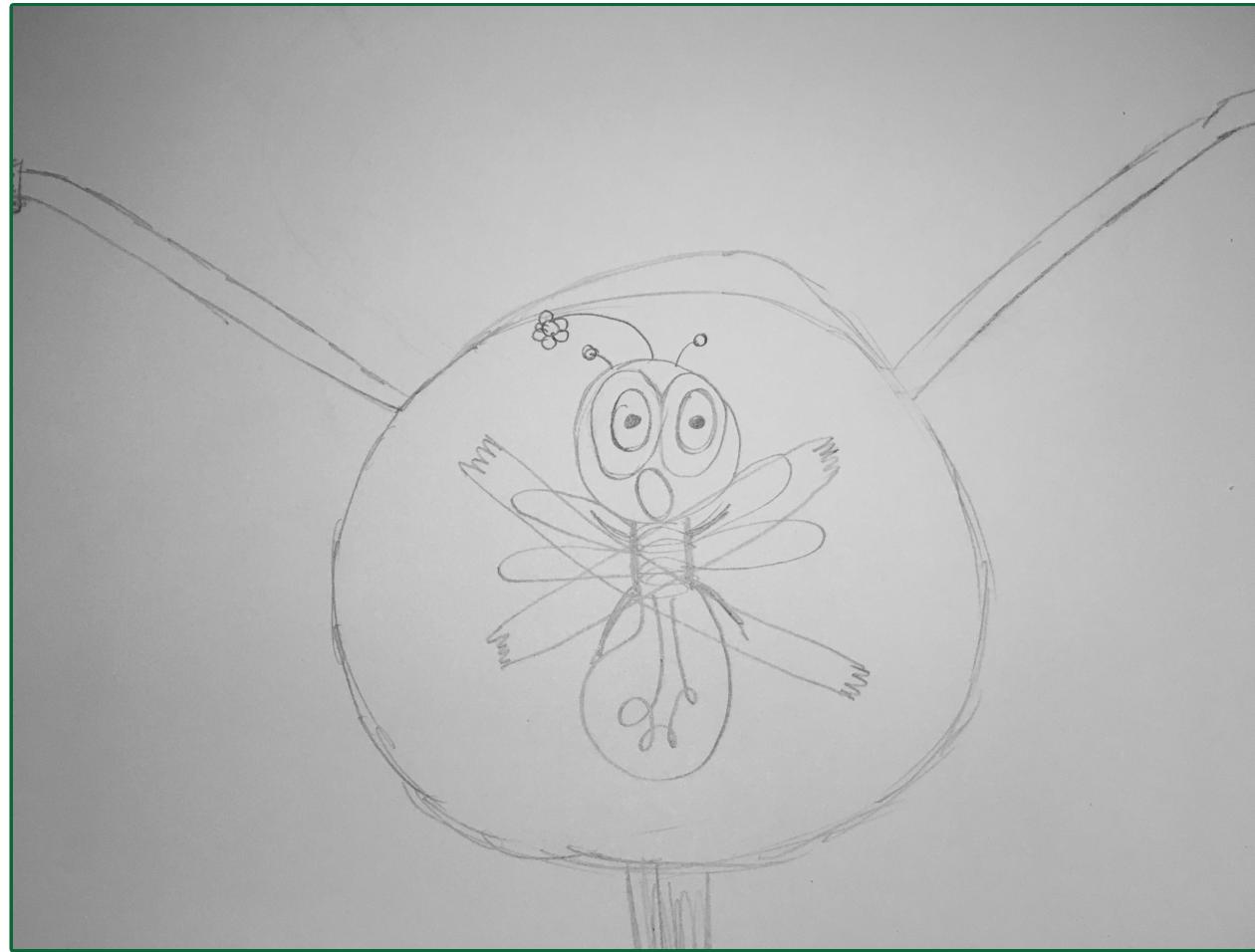
SOUND/ MUSIC:

- Background Dark Fantasy Instrumental
- Sound of the firefly flying into the scene

TIME:

Until user selects one of the options

SCENE #5 - ENDING 1



INTERACTIVE ELEMENTS:

None

SOUND/ MUSIC:

Dark Fantasy
Instrumental

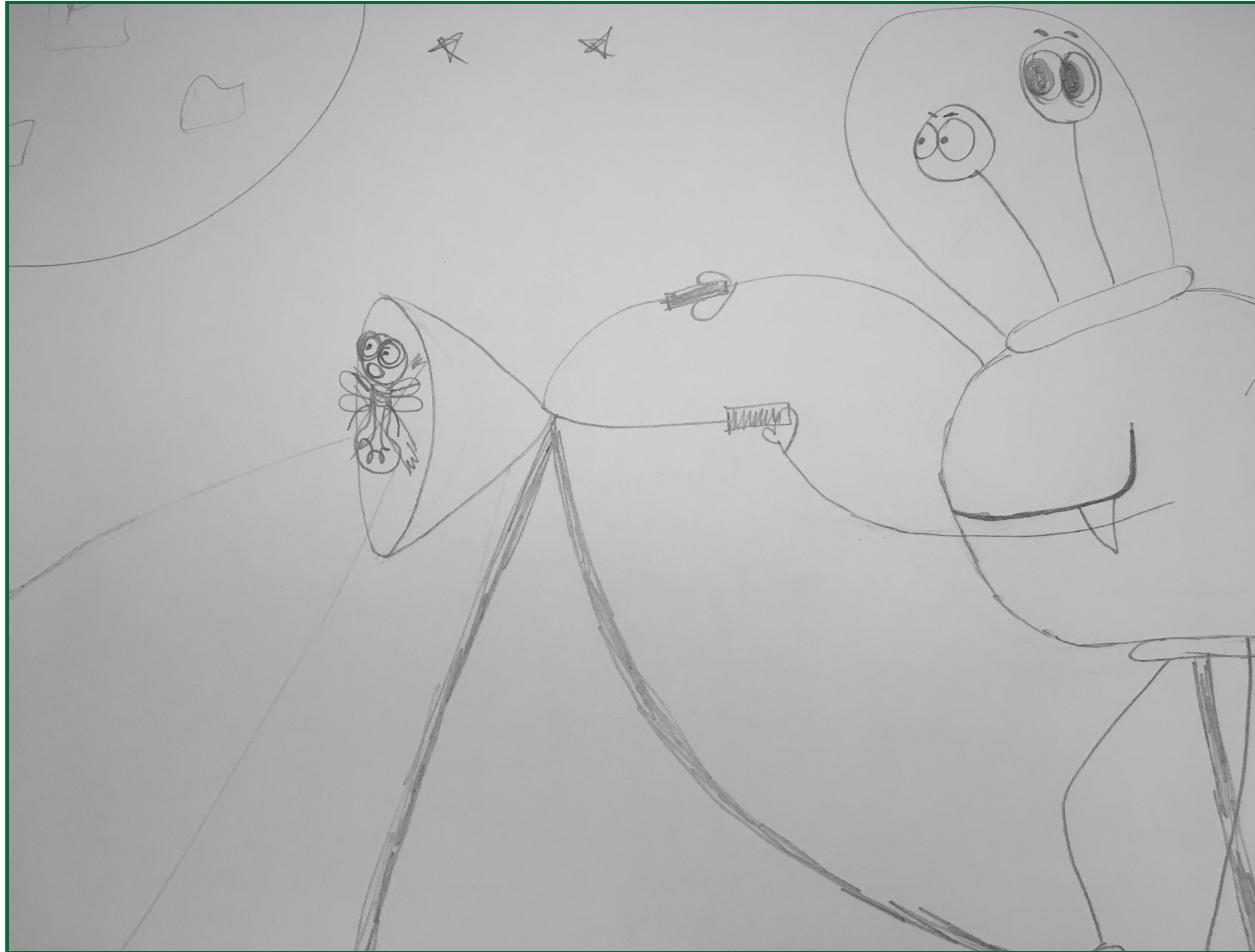
ACTION/ PLOT:

The firefly is taped to the lamp (it will be trying to move under it) - don't worry, it will have a happy face,

TIME:

4 seconds

SCENE #6



INTERACTIVE ELEMENTS:

None

SOUND/ MUSIC:

Dark Fantasy
Instrumental

ACTION/ PLOT:

The alien keeps biking under the moonlight with the firefly taped to the broken lamp.

TIME:

5 seconds

ALTERNATIVE ENDINGS

OPTION 2: LET IT GO

The firefly goes away
and the alien is left in
the dark.

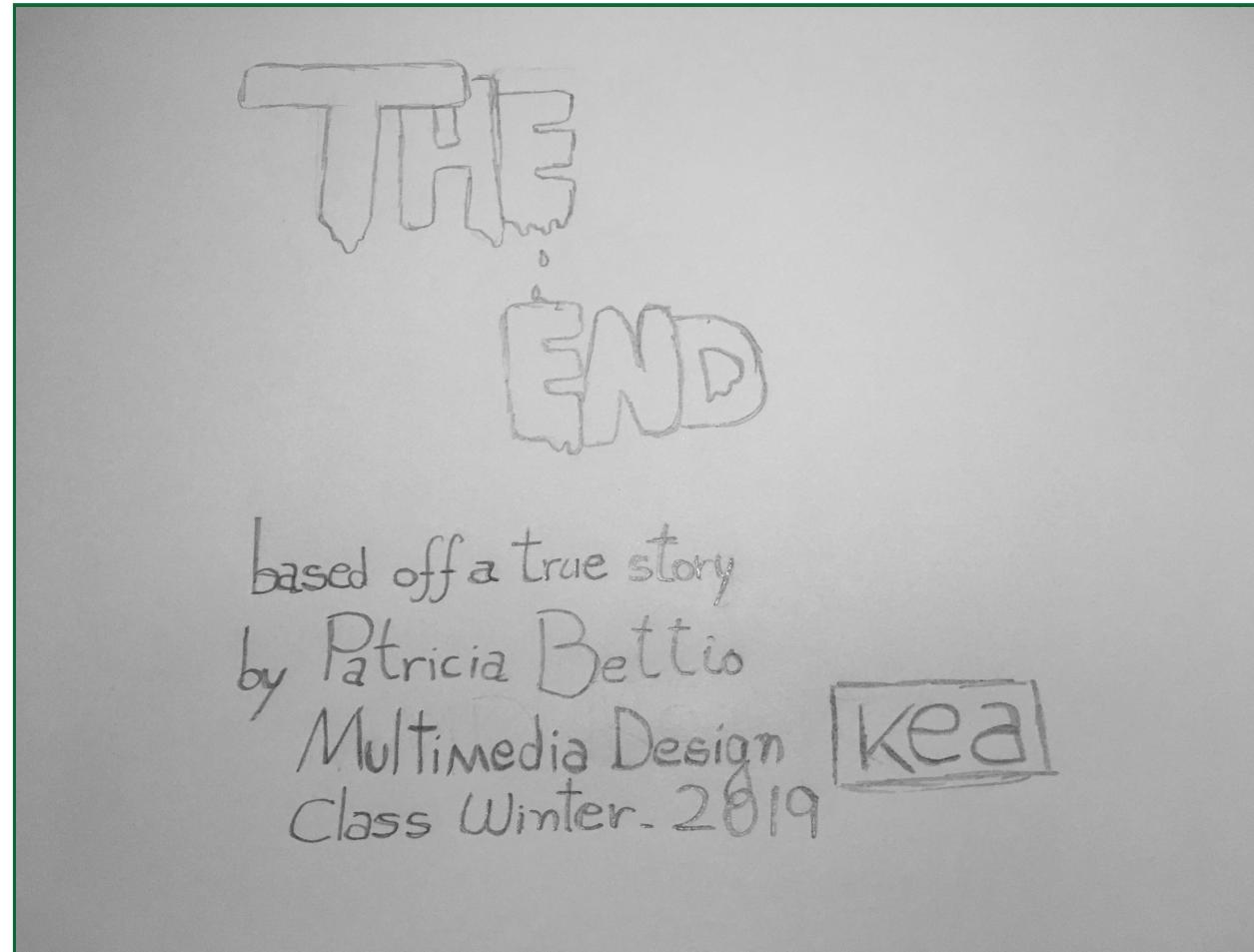
SOUND: background
music fades away
after 3 seconds and a
cricket noise starts
lasting 4 seconds, until
the menu shows again.
The menu comes back
with the 3 options,
therefore, the user is
forced to pick one of
the other 2 options.

OPTION 3: USE YOUR WINGS

The firefly goes away and
the alien slowly starts
flying up, leaving his bike
behind.

On this option SOUND and
TIME are the same from
option 1

SCENE #7



ACTION/ PLOT:

The End
(dropping on the
letters)

INTERACTIVE ELEMENTS:

None

SOUND/ MUSIC:

Dark Fantasy
Instrumental

TIME:

8 seconds

SCENE #7

IDEA

Inspired by all the action happening on Copenhagen's bike lanes, I have created a little alien monster.

The alien is biking at night, full moon, and suddenly the light goes off. Since he is a good foreigner, plus, he knows the fine is high if he gets caught, he immediately stops.

Not knowing what to do, suddenly a firefly flies by and that is when he sees the chance and simply attach it to the bike.

Of course, the user has the chance to remind him that he has tiny wings, but he can still fly home and save the firefly from this roller coaster adventure.

GENRE/ MOOD

Dark, sarcastic, fun, monsters

NARRATIVE CURVE

PRELUDE

Alien get on the bike

POINT OF NO RETURN:

Alien starts biking

ACTION:

The lights go off

RISING ACTION:

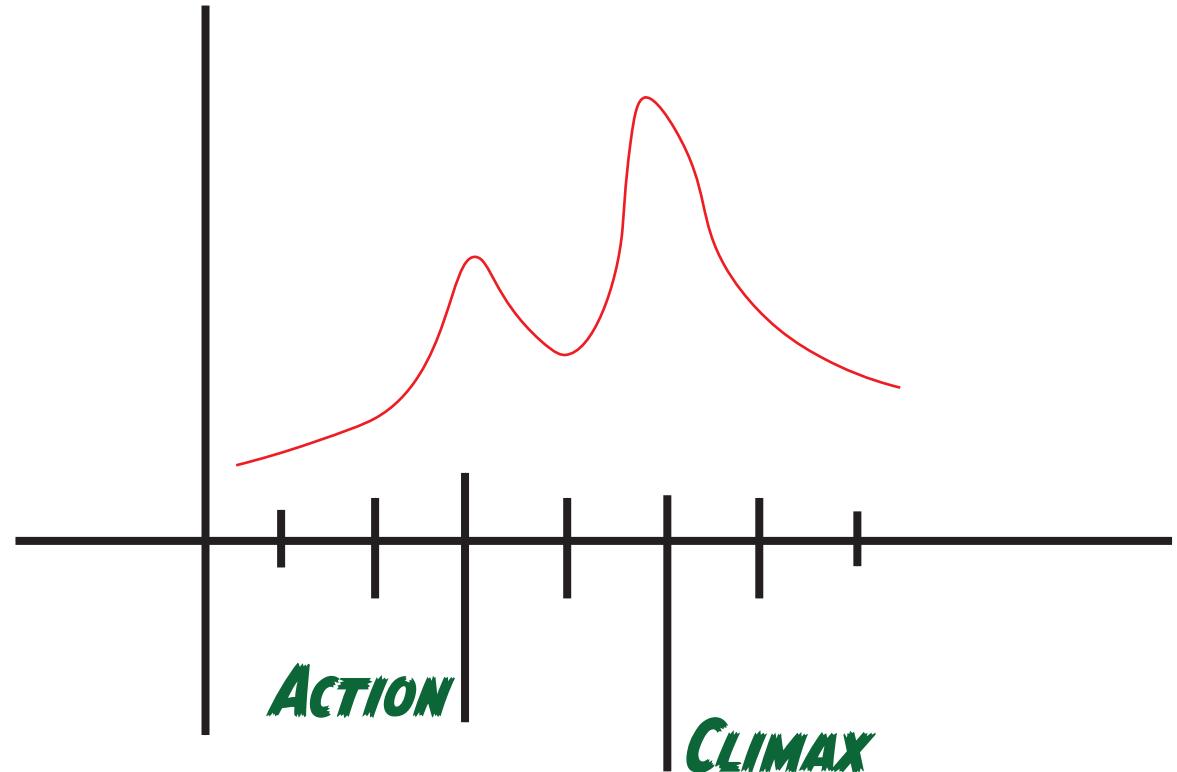
The firefly passes by

CLIMAX:

Firefly is attached to the bike

FADE OUT:

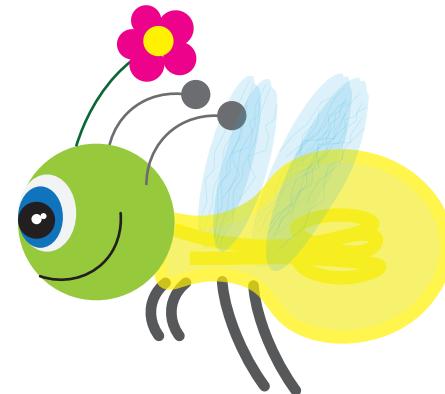
The alien keeps biking with the firefly



STYLE TILE

DESIGN:

Pop Character



OUTLINE/ STROKE:

Darker shade of the colour used to
Fill/ sometimes none

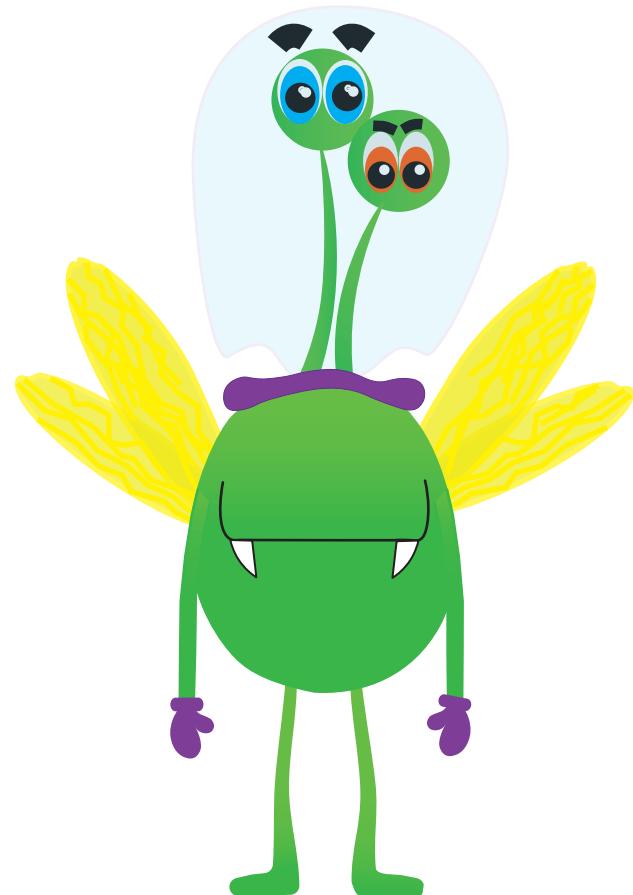
SHAPES:

Geometric

TYPOGRAPHY:

-CCMONSTERMASH

-Grange Extra Light



COLOUR PALETTE:

#111028

#39B54A

#006838

#11375B

#FFF200

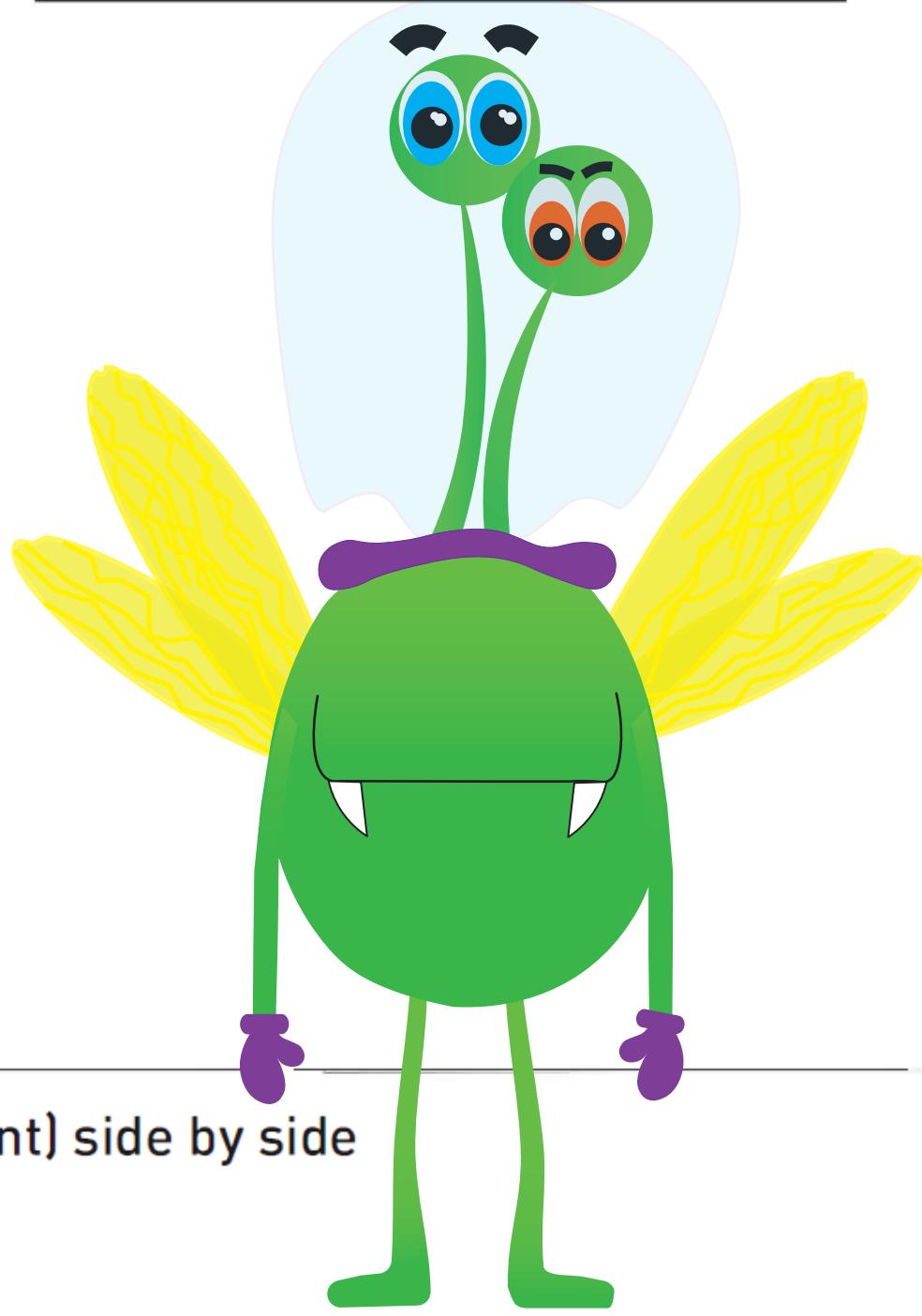
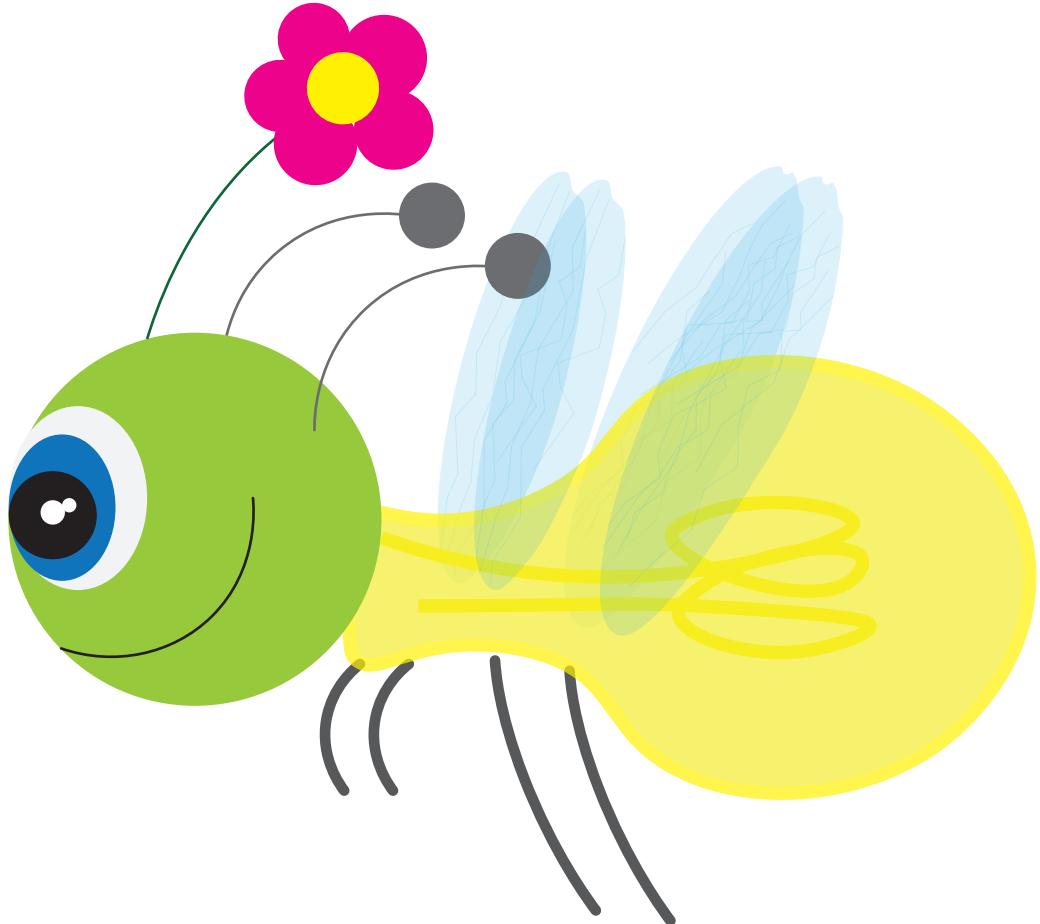
black
and white

Work sheet

Character sheet

Story name: THE MONSTROUS BIKE RIDE

Character names: MR. FIREFLY and THE ALIEN



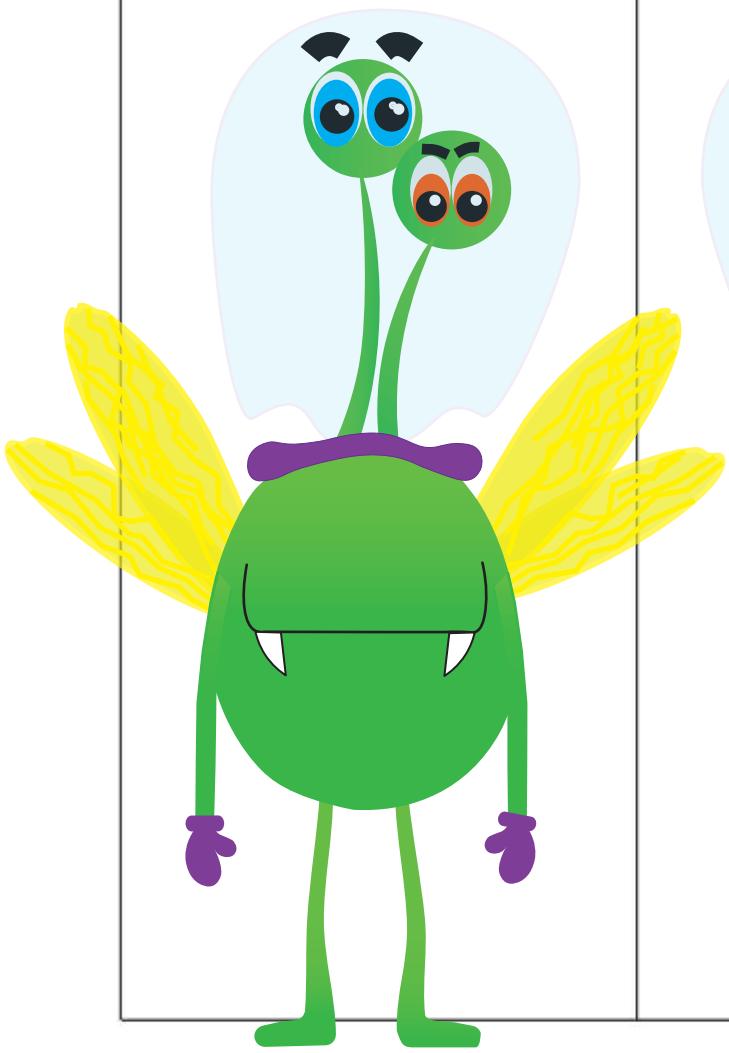
2-3 characters (front) side by side

Work sheet

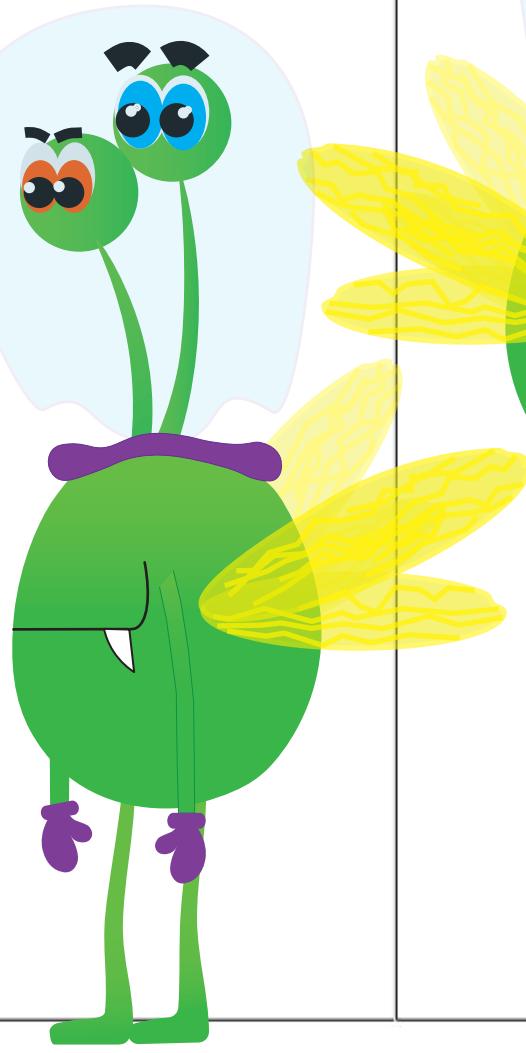
Model sheet

Story name: THE MONSTROUS BIKE RIDE
Character name: THE ALIEN

Front



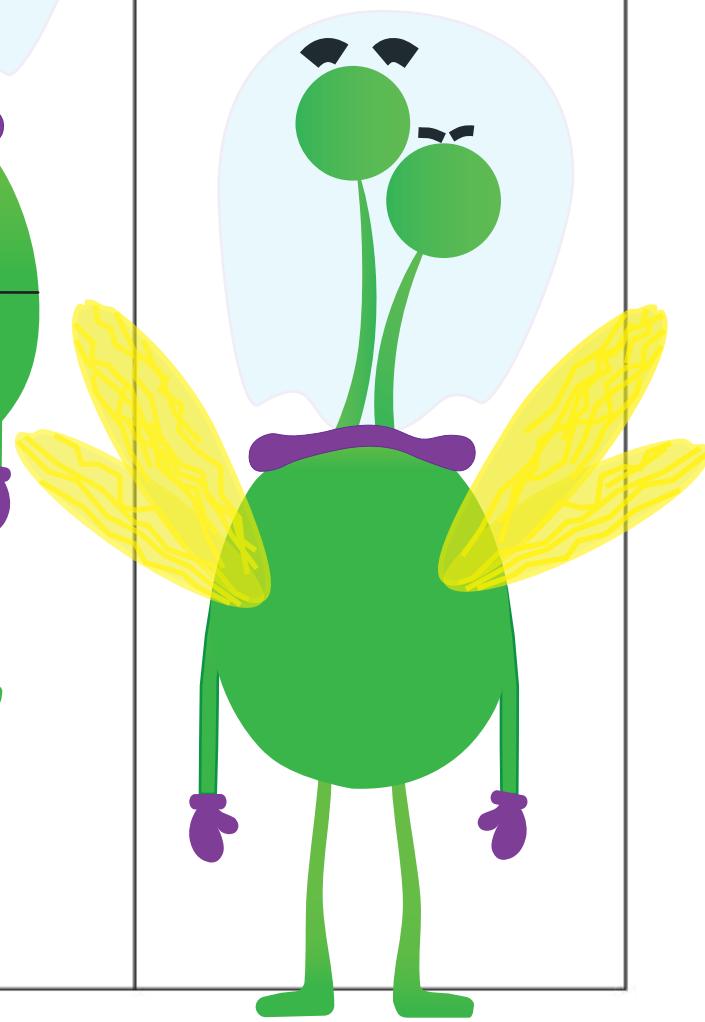
Left side



Right side



Back



Work sheet

Story name: THE MONSTROUS BIKE RIDE
Character name: THE ALIEN

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)

SURVIVAL

Character's main goal:

Go back home. Get to his final destination.

Character's friends and enemies:

His relationship with Mr Firefly is good, but they also fight a lot, just like siblings. And that is because the Alien has 2 heads, a nice and an evil personality.

What is at stake for the character:

He cannot get the fine, so he has to do something with the bike, either fix the light or find another solution.

What the character needs to fulfill the goal/ mission:

Make the lights work again.

Work sheet Physical - Psychological - Sociological 01

Main Character name: THE ALIEN

Gender(s) Male

Age 200 years

Height 2 meters

Weight 150 kg

Eye color Blue and orange

Hair color No hair

Distinguishes marks (tatoo, piercing, scars) None

Illnesses Dissociative identity disorder

Enhanced features

Strengths Intelligent

Handicap None

Weakness Multiple personality, lazy

Build (basic shape) Circle

Social/family

Parents None

Siblings None

Marital status None

Relationship None

Pets None

Friends Other aliens

Enemies None

Ethnicity Alien

Eating habits Pizza and worms

Main mode og transportation Bike

Workspace Computer Engineer

Important items Helmet

Weakness Personality issues

Accent None

Living space Modern Tech house

Work sheet Physical - Psychological 02 - Sociological 01

Main Character name: THE ALIEN

Beliefs _____

Superstitions _____

Fears _____

Prefers groups or solitary life _____

Planned-out or spontaneous _____

Hobby _____

Prejudices _____

Stressors _____

Ambitions _____

Addictions _____

Journal entries(keep diary) _____

Leader or follower Leader

Music & book preferences _____

Sleeping habits a lot

How does x relax _____

Recreation _____

What excite s _____

Obsessions _____

As seen by others _____

As seen by self _____

Special memories _____

Nightmares _____

Clothes

Costume helmet and gloves, no clothes

colors green body, purple accessories

style none

uniform/specific outfit helmet and gloves

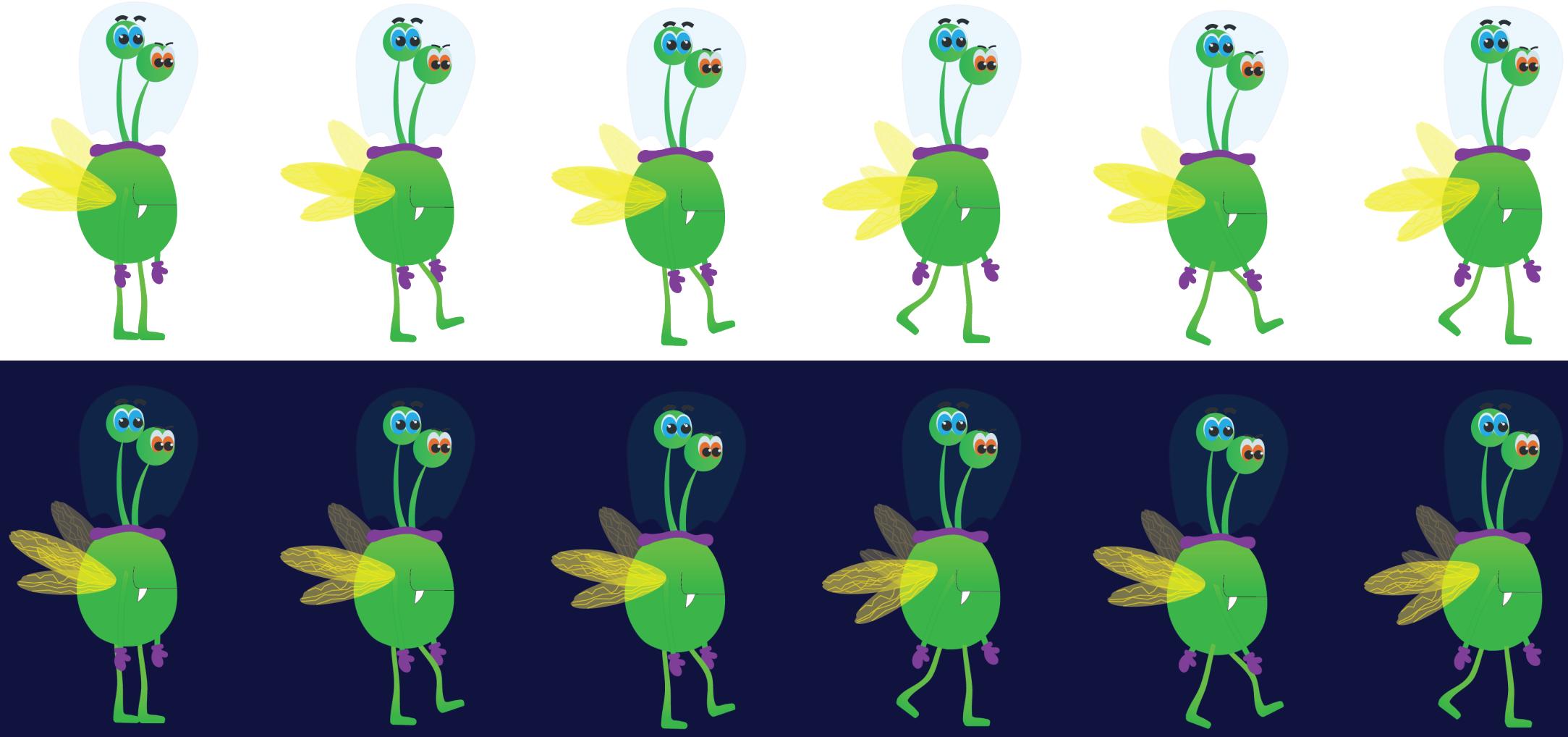
Rank _____

Embroidery _____

Belt, hat helmet and gloves

Decoration _____

SPRITE SHEET



2100 px X 400px

SPRITE SHEET

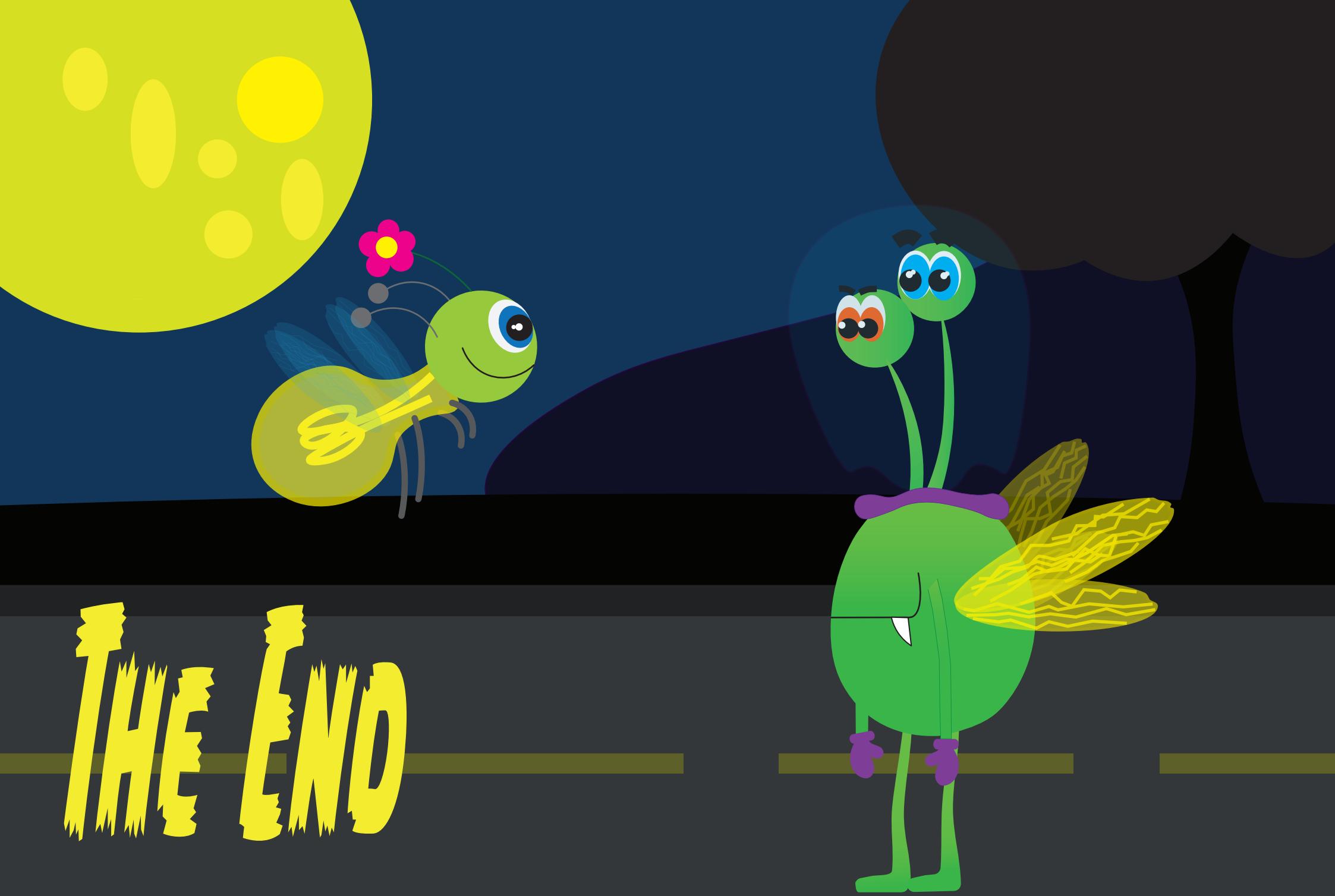


LINK:

<http://pbstyle.dk/animation/sprite/index.html>

BACKGROUND





THE END