

Storytelling App

Nicolás Cohen, September 10, 2017

Purpose

When we worked on the kids browser based MMO Mundo Gaturro, we found that kids loved creating their own stories using the characters of the game, and went into great lengths to plan, script, and record short stories using the game as a supporting app. More than 10.000 videos were published by the kids adding up to millions of video views without any ad spending.

To support the launch of AmiBot, a 360° IP for kids, we'll design and develop a mobile and web app that allows kids to use the characters and locations of the AmiBot Universe to create their own stories. The stories they create will be easily exported and published in Youtube, helping spread the IP. This tool may be complemented with a series of contests for the best stories.

Features

- Users will be able to define the stage for their scenes, picking from different locations and placing props
- Users will be able to “record” the acting of different characters in a simple way, similar to playing a game
- Users will be able to pick and add as many characters as they want to the stage, and “record” the acting of each in a simple way
- Users will be able to make the characters move through the location, talk with text bubbles, make expressions and physical actions
- Users will be able to create many scenes, each with different locations and characters
- Users will be able to put this scenes in any order to produce the final story
- Users will be able to download the story as a video file or share it directly to Youtube.

User Interface

Record Character's Performances



Scene/Stage Editor

Scene 1

Scene 1

Scene 1

Scene 1

Scene 1

Scene 1

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Furniture

Vehicles

Sports

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