

# TITLE PICTURE



## Action/Plot

title

## Sound

buzzing sound

## Interaction

None

## Time

6 sec

# FRAME 1



## Action/Plot

The main character appears into white scene

## Interaction

When the user click the character he starts to move forward

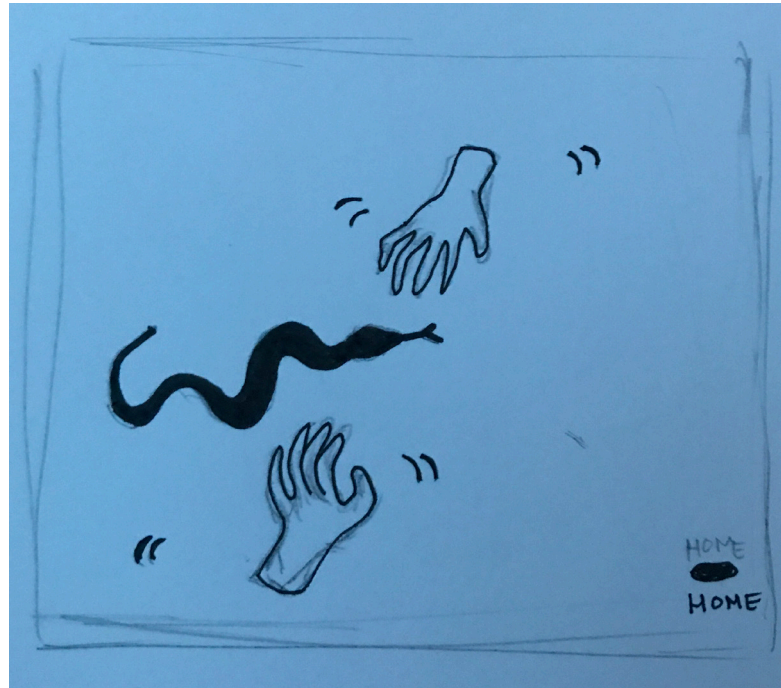
## Sound

buzzing sound becoming exciting

## Time

6 sec

# FRAME 2



## Action/Plot

The main character starts to sidestep so that the floating hands wouldn't catch him

## Interaction

User needs to click the main character, it will dodge under these human hands

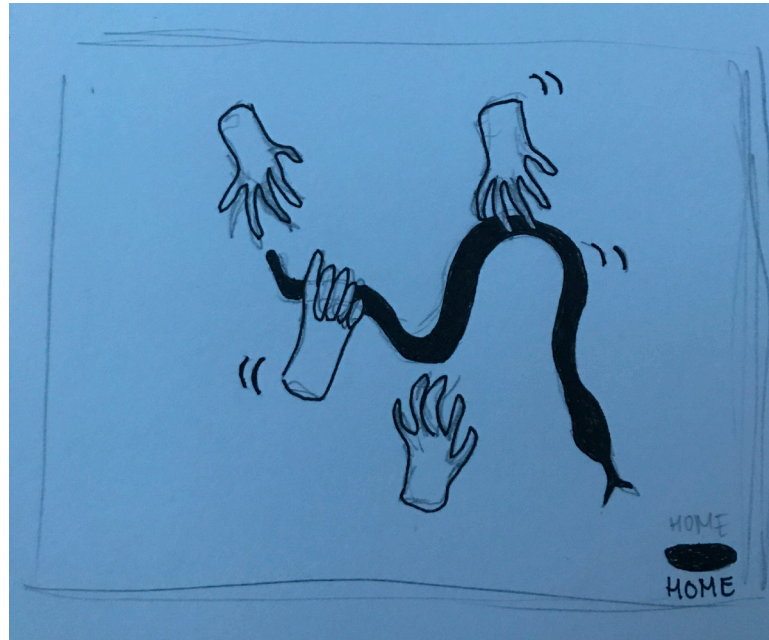
## Sound

snakes tale making this buzzing noize

## Time

3 sec

# FRAME 3



## Action/Plot

Floating hands are getting closer and are starting to reach the snake

## Interaction

User needs to click the main character so it will get free

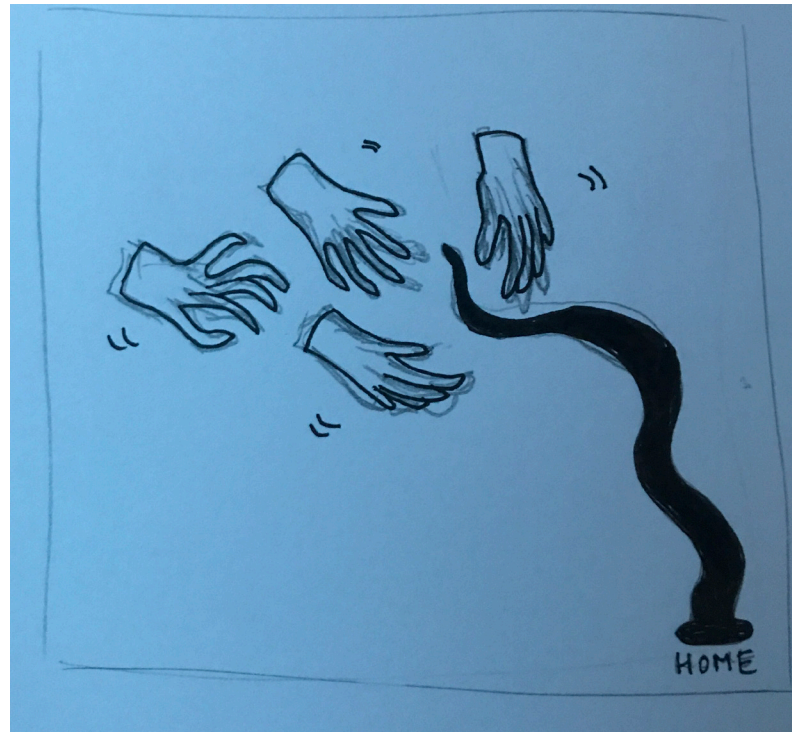
## Sound

snakes tale making this buzzing noise and it's getting intense

## Time

5 sec

# FRAME 4



## Action/Plot

The main character escapes and gets home

## Interaction

None

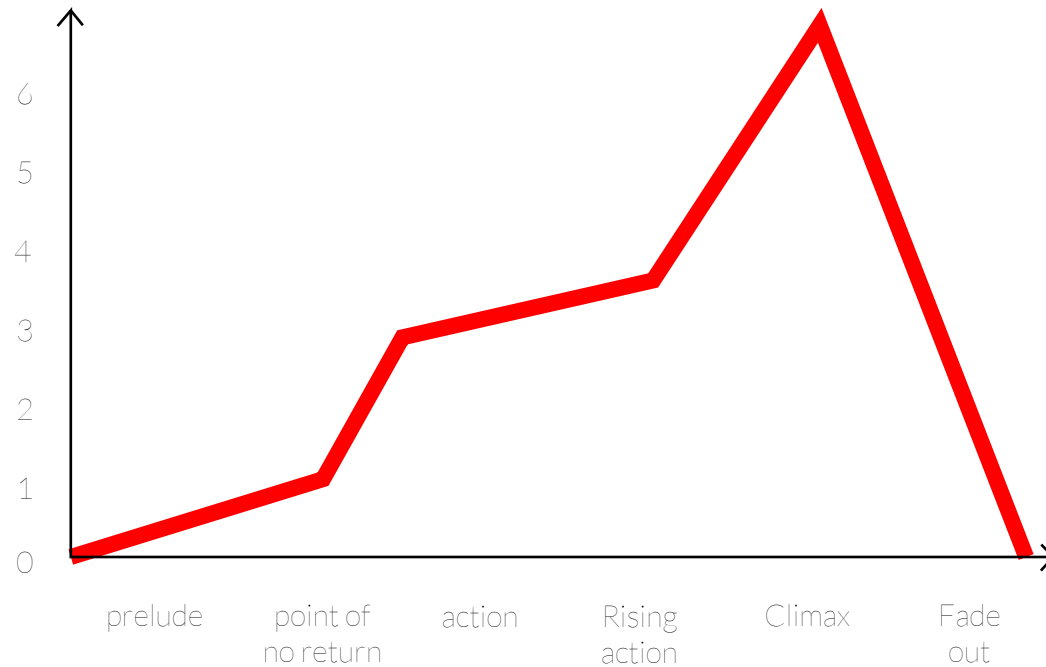
## Sound

buzzing sound goes away and changes to this relaxing sound

## Time

3 sec

# NARRATIVE CURVE



## Prelude

title picture

## Point of no return

snake appears to the white background and knows he has to go

## Action

human hands appears floating in

## Rising action

floating hands are trying to catch the snake

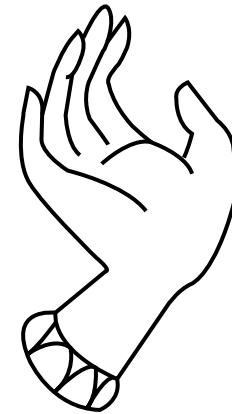
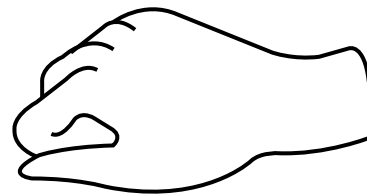
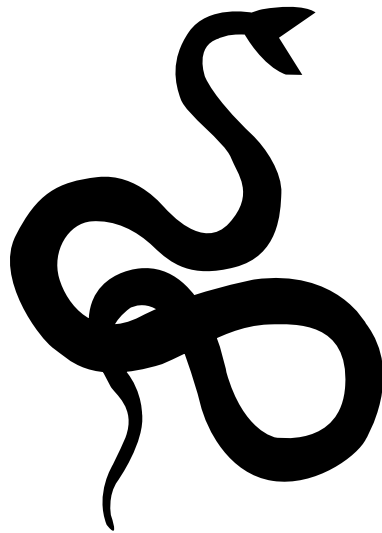
## Climax

hand is about to catch the snake just before he gets home.

## Fade out

snake gets home safely

# WORKSHEET



**all characters side by side**



# WORKSHEET

story name: homesick snake

character name: Mr. Snake

## What drives the character

home, love, survival instincts

## Characters main goal

is to get home safely and alive

## Characters friends and enemies

friends are other snakes and his wife and young kids whom are at home waiting father/husband. Enemies are human hands.

## What is at stake for the character

He's family who are waiting him in their home. He has three kids and lovely wife.

## What the character needs to fulfill goals

He needs to be really quick and sneaky to avoid the human hands not to catch him.



# WORKSHEET

story name: homesick snake

character name: Hands

## What drives the character

greediness and human nature

## Characters main goal

is to catch the snake

## Characters friends and enemies

friends are other hands that are trying to catch the snake as well and they don't have enemies

## What is at stake for the character

to not catch the snake which can escalate that hand don't get this high fashion wallet executed which can effect their job of wallet manufacturers

## What the character needs to fulfill goals

Hands needs to be faster than snake and clever.

# WORKSHEET

story name: homesick snake

character name: Mr. Snake

## Physical

gender: male

age: 9 years old

height: 2m long

weight: 1kg

eye color: black

hair color: snake doesn't have hair

distinguishes marks: he has one scar under his eye

strengths: determination

weakness: relentless

## Social / Family

siblings: snake has a little brother

marital status: married

relationship: snake has a wife

pets: no

friends: he has two best friends

enemies: eagles and humans

ethnicity: he doesn't have any

eating habits: he loves meat and eats little mammals

weakness: his curiosity

living space: snake and his family lives in the desert

# WORKSHEET

story name: homesick snake

character name: Mr. Snake

## Physical

beliefs: karma

superstitions: yes, spirits

fears: dark

prefers groups or solitary life: groups

planned-out or spontaneous: both

hobby: swimming

prejudices: bigger snakes

stressors: nights

ambitions: protect family

addictions: hunting

leader of follower: leader

sleeping habits: torpor at winter

how does snake relax: eating and sleeping

what excites: nice weather and travelling

obsession: to be the best

as seen by others: honest guy

as seen by self: nice guy

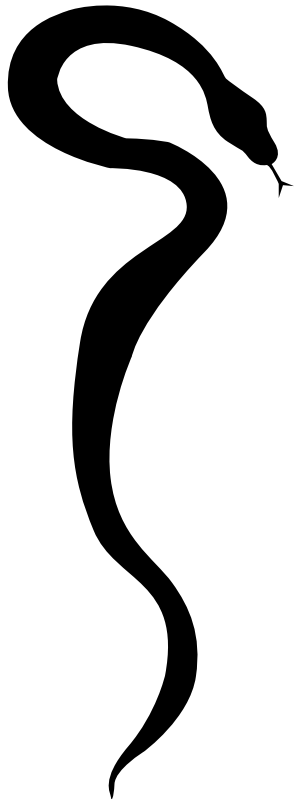
special memories: when his little brother was born

nightmares: that cold winter will kill them all

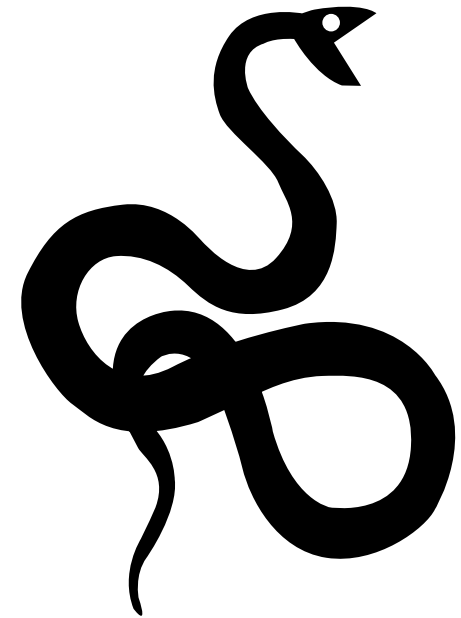
# WORKSHEET

## character sheet / pose sheet

normal



scared



defensive and aggressive

