It's just a dream. Or is it..

Resume of the story:

The story is about a small and simple ball that's been brought back to a home. It's a boy. He's scared of the new environment and have bad encounters with everyone else in the house, other toys, pets, humans. In all cases, the ball reacts with negative emotions, scared, angry, sad etc., and he struggles so much that he wakes up! He then realises that he just had a bad dream. It's actually sunny and bright out there.

Easter egg twist: the bad encounters with other creatures and the wakeup mentioned above are all part of another/real dream. When he really wakes up, he is facing the actual characters in the house and it's just as challenging as in his dream. He then takes his first step in this new world.

The message:

– For the main story/kids-version: new environment may seem scary but don't assume the worst. Bad stuff could just be a bad dream.

– For easter egg: however you dream about it or however you assume what it's like, life is life. It's challenging and full of unknowns, but Live it rather than Hide from it.

The genre/mood

horror/emotional, relieve at the "fake end", more horror when realises that the wake up is not real, then take a deep breath and turn to positive attitude.
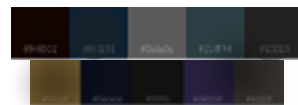
Scene setup

- Background: simple drawing that hints a room. When lights are on or wake-up times, white background with black line; when turn off the lights, greyscale or other dark shades with white lines like in the Profesor Baltazar video.
- lighting: the bad encounters happen at night time so only light up the viewport of the ball, as if the source of light is his eyes. The ball is small and has to look up, in contrast to the others. All the other creatures look (even more) scary this way because they have light casting from below.
- Composition: at the encounters, ball mostly takes up the lower third/third portion of the screen, maybe even lower to emphasise that he's tiny bit creature in a huge new environment and he has to look way up at everything else.
- users can click and choose the elements that the small ball can meet
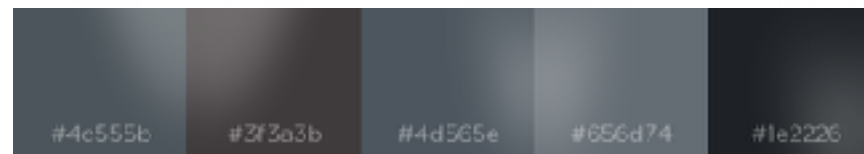
Character setup

- Ball:
  - contour line: maybe a very thin hand-drawn style with colour that's a bit darker then the fill
  - shape: round but not perfect (hand-drawn style as well), so rolls not completely smooth
  - style and colour: Lisa Vertudaches, pastel color on the darker end, one layer of shadow
  - big and innocent eyes to hint emotion and use twist in body to exaggerate
- others
  - contour line: no stroke, colour batches or fluffy
  - shapes: depends on the creature
  - style and colour : flatter in colours themselves but with lighting effect mentioned in scene setup section.

Typography

if any, use hand-written style

Color palette

day time / character style

for night-time creatures

for night background colour with light

#4c555b   #3f3a3b   #4d565e   #656d74   #1e2226

lighting effect