

**BOBS
NIGHT
OUT**

The image is a stylized illustration of a city at night. A large, bright yellow moon dominates the upper half of the frame, with the text 'BOBS NIGHT OUT' written in a bold, dark blue, rounded font across its center. Below the moon, several dark blue and black silhouettes of buildings are visible. Some buildings have small, glowing yellow squares representing lit windows. The sky is a deep navy blue, dotted with small, white, four-pointed stars. The overall style is flat and graphic, with a limited color palette of blues, yellows, and blacks.

STYLE AND COLORS SCHEME

This animation is Inspired by the multicolored Mr. Men and its simple character design. It is colorfull and both, characters and backgrounds, have colors. These are the main colors :



The backgrounds are the places where the situation is happening, such as inside a house, a bar or on the street. Their colors will be mostly neutral in order to create contrast and high-light the characters.

Different shades and secondary color will be added to give life to some objects and items. These are a sample of the secondary used colors:



TYPOGRAPHY

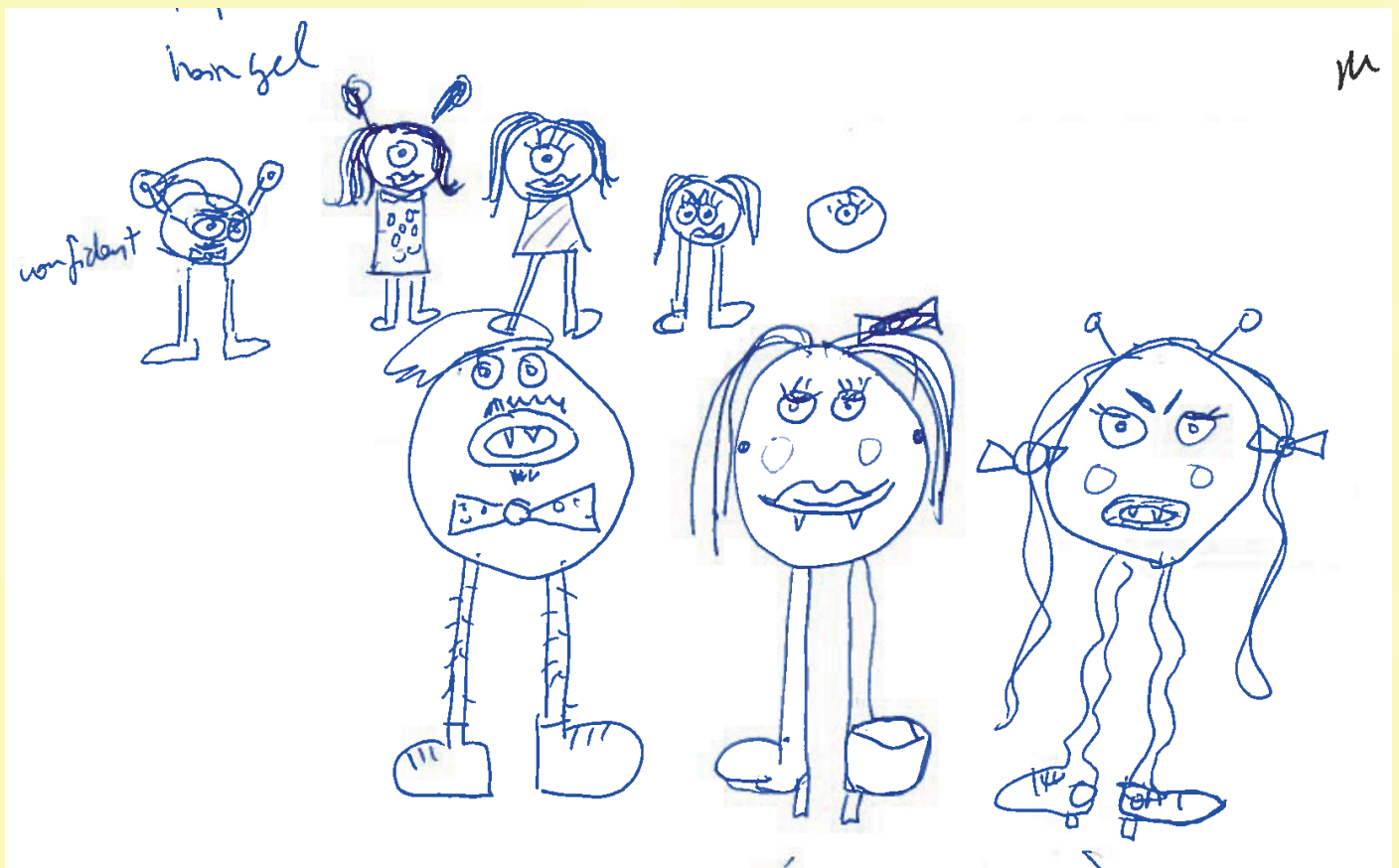
There won't be much text in the animation, only one single phrase to tell the user what to do:

CHOOSE ONE MONSTER GIRL TO TALK WITH

For these phrase I choose a cartoon typefont called BubbleGum to match to the animation comic and playful style.

CHARACTERS

The characters will be monsters with only one eye, round shape (like an egg), no arms and long legs. They don't wear clothes but wear some itens which are really important to define their personalities, such as hat, shoes and glasses



THE STORY

The story happens in a fictional universe inhabited by lovely monsters.

They live a life similar than humans and **Bob** is our main character.

After a busy week, Bob decides to go out to socialize and may find someone to date.

He takes a shower, dress up and get ready to party. He choose to walk to the bar and after some minutes walking through the city, he gets there.

The bar mood is really nice and all the monsters are really happy. After some beers he must decide which girl he will choose to start a conversation.

He has two options:

Ana - She is dressing casual, has a weirdo looking and seems to be polite, young, intelligent and correct.

Sheila - This monster girl looks like playful, vulgar, immoral, has a heavy make up and is dressed to create a striking impression. She is smoking inside the bar.

The user will help Bob to pick up one to talk. They must decide based in the visual information available. Once they select one monster girl, a different end will happen.

There are two possible endings:

If Ana is the one choosed, the conversation will be boring and bob will leave the bar sad and depressed.

If Sheila is selected, the conversation will be fun and interesting, they will fall in love, marry each other and have a baby called **Julio**.

THE MESSAGE

It is to show to the user and viewers that you cannot judge a book by its cover and that is really difficult to make a decision based only in visual elements and assumptions.

GENDER

Humorous and ironic

STORYBOARD

Frame



Action/Plot
BOB IS TAKING A SHOWER AND THERE IS SOAP EVERYWHERE

Sound
HAPPY AND EXCITE SONG

Interaction
NONE

Time
8 seconds

Frame



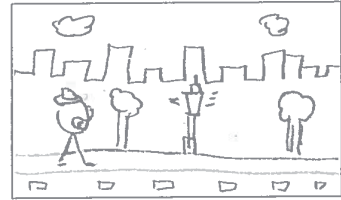
Action/Plot
HE IS DRESSING UP AND GETTING READY TO GO OUT

Sound
STILL THE SAME HAPPY SONG

Interaction
NONE

Time
8 seconds

Frame



Action/Plot
HE LEAVES HIS HOUSE AND WALKS TO A BAR (IT IS EVENING)

Sound
STILL THE SAME HAPPY SONG

Interaction
NONE

Time
8 seconds

Frame



Action/Plot
HE ARRIVES TO THE PUB AND THERE ARE MORE MONSTERS THERE

Sound
BAR CONVERSATION AND THERE IS SOME LOUL MUSIC

Interaction
NONE

Time
8 seconds

Frame



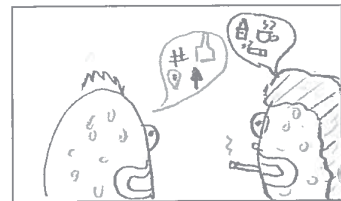
Action/Plot
AFTER SOME BEER HE DECIDE TO TALK TO A GIRL HE HAS TWO OPTIONS

Sound
BAR NATURAL SOUND

Interaction
INDEFINITE: DEPENDS ON THE USER

Time
• THE USER WILL HELP HIM TO DECIDE WHO HE WILL TALK WITH

Frame



Action/Plot
HE TALKS TO THE MONSTER GIRL CHOOSES

Sound
STILL BAR BAR SOUND PLUS THEIR CONVERSATION IN THE MONSTER LANGUAGE

Interaction
NONE

Time
8 seconds

Title Frame 1º OPTION (GIRL)



Action/Plot
HE WALKS BACK HOME REALLY SAD. THE CONVERSATION WAS A DISASTER

Sound
SAD SONG

Interaction
(NONE)

Time
8 seconds

Frame

Frame 2º OPTION (GIRL)



Action/Plot
HE GETS MARRIED AND HAVE A BABY

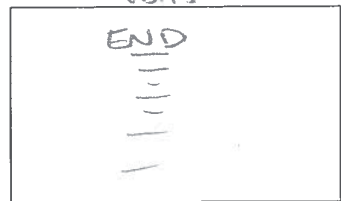
Sound
HAPPY SONG

Interaction
THE CONVERSATION WAS A SUCCESS

Time
(NONE) 8 seconds

Frame

Frame CREDITS



Action/Plot
END

Sound
SAME PREVIOUS SONG

Interaction
(NONE)

Time
5 seconds

Frame

NARRATIVE CURVE

Prelude:

Bob is at home getting ready to go out and party.

Point of no return:

He leaves his house and walk to the bar.

Action:

He have some beers and identify two single ladies at the bar.

Rising action:

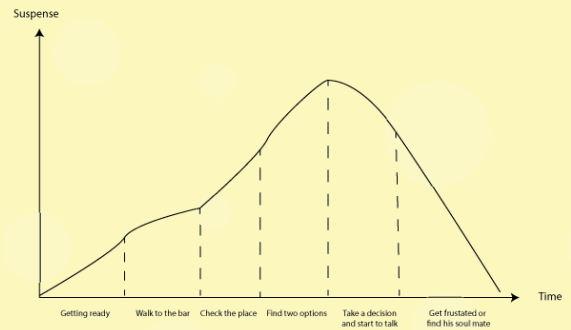
The user must decide which one Bob will talk with.

Climax:

The user has already selected one and the conversation starts. You can see whats is going on and imagine what will happen.

Fade out:

Two possible situations: he go home unhappy or get married.



WORKSHEET

Story name: **Bob's night out**

Main character name: **Bob**

What drives the main character:

Have fun, find his soul mate and be loved

Character's main goal:

Fins somebody interesting at the bar

Age:

young

Gender:

Male

Eye color:

Brown

Hair color :

Black

Enhanced features :

Nice smile

Marital status :

Single

Ambitions

Find someone

Addictions:

Alcohol

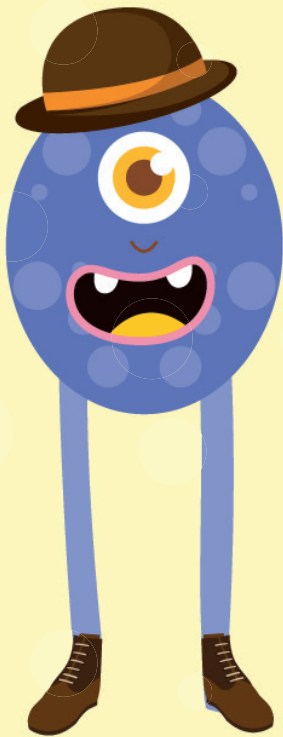
How does relax:

Partying

Clothes

Elegant hat and shoes

WORKSHEET



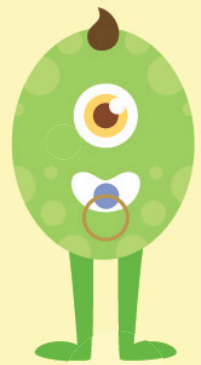
BOB



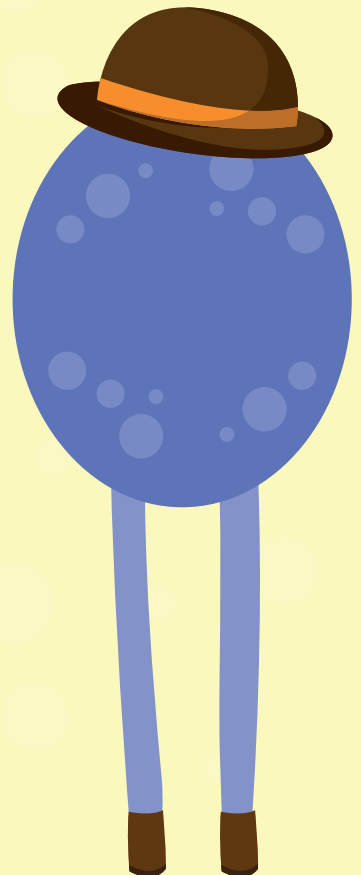
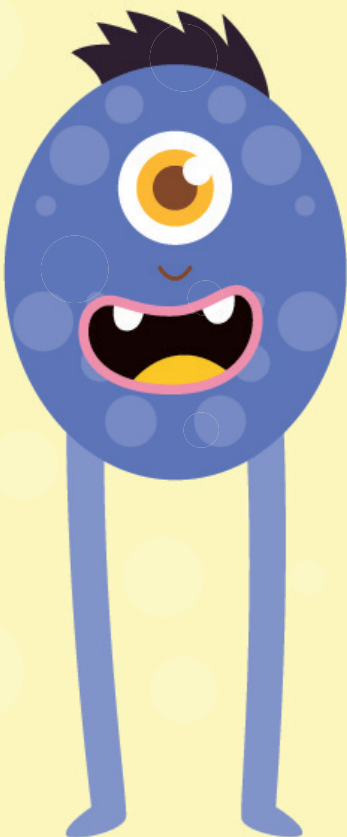
ANA



SHEILA

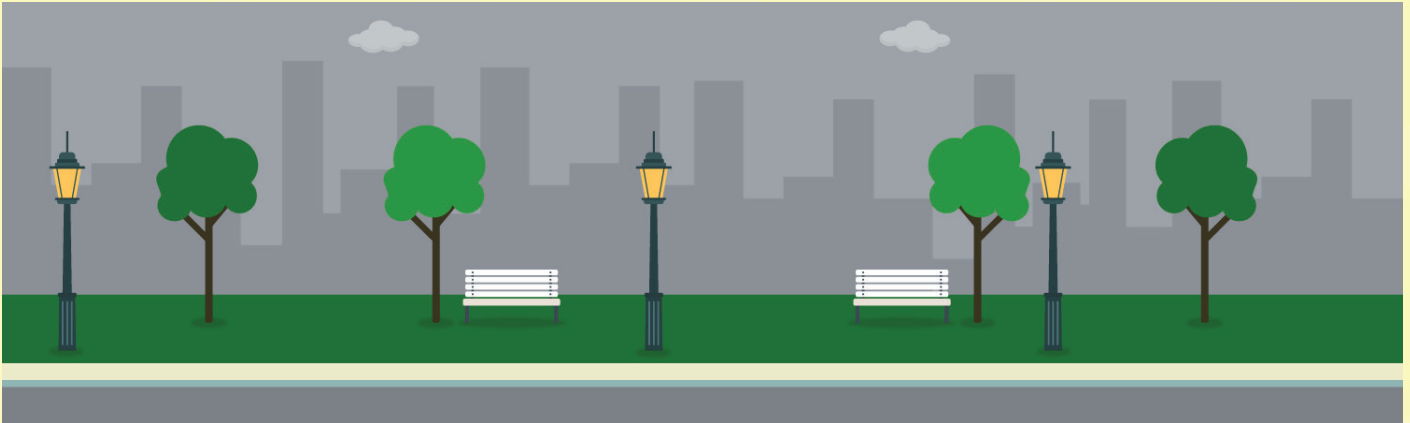


JULIO

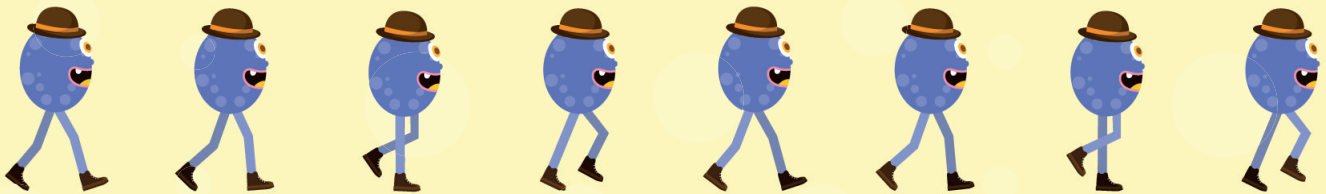


SPRITE SHEET

Background



Walking Cycle



Animation:

<http://leodesign.dk/kea/bob/walking.html>