Introduction

I became interested in combining a set of still images in order to portray motion. For my short story, I made the subject alternate between two images at a certain framerate; I then allowed the subject to change positions in order to imply that he is moving. I will use this same method in my project. The composition will look simple. As of now, I plan to have only black and white with minimal implications of the surrounding. The styling will be a bit messy to optimize this motion (scribbly lines instead of clean lines).

My short story lacked the importance of the user interacting with the narrative. In some cinematic video games I've played, the story simply does not move on if the user does not interact with it. I plan to use this method, so there may or may not be some silent moments.

The tone of the plot will not be exciting – I plan to have mundane things happen up until the end. Simplicity is key, the important part is that I have the user control what happens; for example, the character needs to get out of bed to go to work, so the user will have to interact with it or else nothing happens.

My story consists of a character named Roy. He works at the WTC on the 81st floor. He lives a normal life, it's not a bad or good life, he just lives a normal one. On September 11, he calls in sick. During his trip to the pharmacy, a child falls into the subway tracks. With no one else around (during work hours), he had no other choice but to give up his life in order to save this child.

Sketches

Roy 01



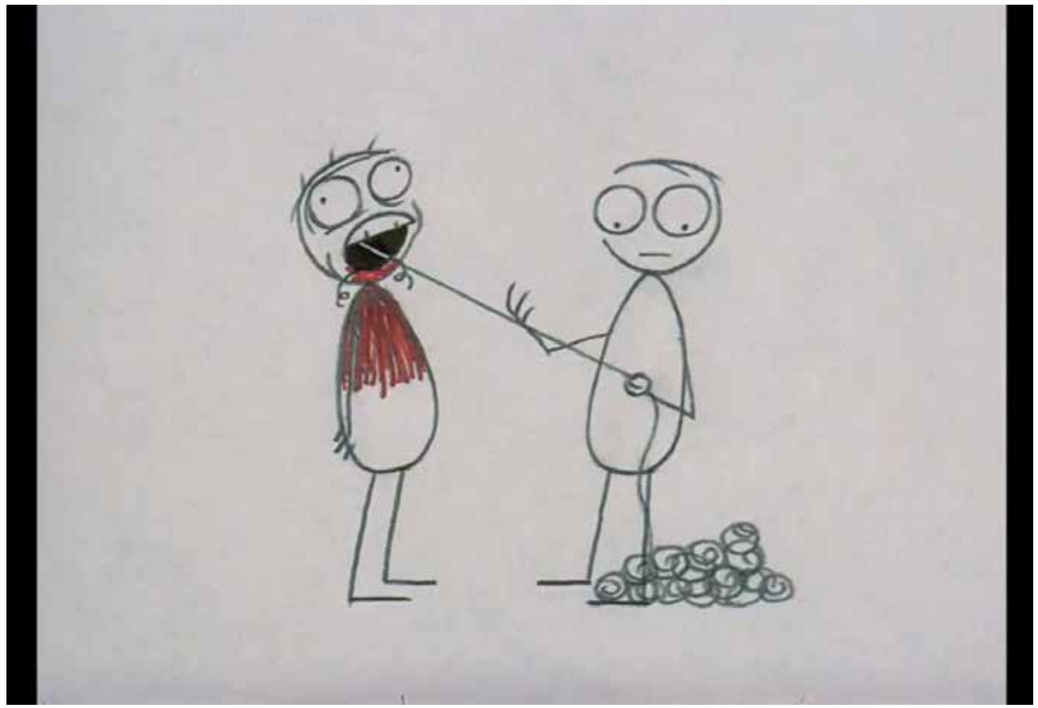
Inspiration

Temerario
by Carl Zitelmann



Temerario is a dark short story. The exaggerated features and tinted environment are aesthetic elements that I would like to use in my own narrative.

Wisdom Teeth
by Don Hertzfeldt



I enjoy the simplicity and vulgarity of the drawings. The fidgety illustrations is another aesthetic quality that I will try to immitate.

Bullet Points

Scenes

- Introducing Roy with text in composition
- waking up Roy. User clicks alarm clock
- clock alternates between two images when mouse is pressed
- Roy isn’t feeling well, and contacts the receptionist to call in sick.
- Roy gets a headache (user clicks cabinets)
- Roy has no advil, takes the subway to nearest pharmacy
- Sees a child in the subway
- Roy makes the choice to push the kid off the side

Bullet Points



This is Roy

Today, Roy is sick

Bullet Points



Roy jumps down to save the boy