

MY COMIC STORY OUTLINE

FEEL FREE TO USE ADDITIONAL PIECES OF PAPER BEYOND THIS OUTLINE TO GO INTO MORE DETAIL.

BACKGROUND INFORMATION

COMIC NAME: A Wizard's Warm Window

TIME PERIOD: Medieval Age

STORY LOCATION: Europe

STORY GENRE(S): Fantasy, Comedy, Slice-of-Life

STORY MOOD(S): humorous and whimsical

STORY THEME(S): Good things come to those who wait

STORY PERSPECTIVE (WHO TELLS THE STORY): an outside narrator

MAJOR CONFLICT/PROBLEM: a cold window

TYPE OF CONFLICT (INTERNAL/EXTERNAL): External (nature)

WHAT HAPPENED BEFORE THE STORY STARTS?

Bosco is sitting alone in his cold wizard tower in winter.

ANY OTHER IMPORTANT DETAILS?

THE MAJOR PLAYERS

MAIN CHARACTER: Bosco the Wizard CHARACTER GOAL: warm window

MAIN CHARACTER: Bentley the Dog CHARACTER GOAL: use the restroom

MAIN CHARACTER: The Vacuum Cleaner CHARACTER GOAL: vacation in Bahamas

MAIN CHARACTER: CHARACTER GOAL:

THE BEGINNING THE INTRODUCTION

WHAT HOOKS THE READER IN:

A mysterious character in a large tower.

EXPOSITION (HOW THE STORY IS INTRODUCED)

Narrator talks about Bosco's problem and life. Shows his tower and possessions.

INCITING INCIDENT (EVENT THAT KICKS OFF THE STORY):

Bosco looks at his cat calendar.

THE MIDDLE THE RISING ACTION

ADDITIONAL CHARACTER(S):

Bentley, The Vacuummeister

SUBPLOT(S):

Bosco's rivalry with the Vacuummeister

MAJOR EVENTS:

Bosco plugs in heater.
No electricity in this age.

Lights fire.
Bentley puts it out

Walks to find warmth.
Falls asleep in snow.

Plane travel.

Goes to wrong place.

Takes boat to Bahamas.
Sees Vacuummeister.

THE END FALLING ACTION AND RESOLVING THE CONFLICT

CLIMAX (THE MOST EXCITING PART):

Bosco tries a spell.

LOOSE ENDS TO TIE UP (EVENTS):

Bosco cleans up his tower

CONSEQUENCES OF STORY:

Bosco does not learn to wait.

RESOLUTION (HOW THE STORY ENDS):

Spring comes and Bosco is warm.

EPILOGUE (AFTER THE STORY ENDS):

He lived happily ever after (until winter)

MY CHARACTER OUTLINE

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STORY NAME:

A Wizard's Warm Window

TYPE OF CHARACTER:

main character, protagonist, male

THE BASICS

CHARACTER NAME: Bosco the Wizard

CHARACTER AGE: 1 cat year CHARACTER ATTITUDE: Sassy and Goofy

CHARACTER JOB/OCCUPATION: Wizard/professional nap taker

FRIENDS/FAMILY: Bentley the Dog (neighbor)

ENEMIES: The Vacuummeister

PLACE OF ORIGIN: middle ages Europe CURRENT LOCATION: Cat wizard tower

CHARACTER GOALS: To sleep in a warm window

THE DETAILS

LIKES/DISLIKES:

likes:
food pets
boxes
toys
dislikes:
being cold
being woken up
waiting for food

STRENGTHS/FLAWS:

strengths:
high jumper
cute
fashion sense
sass power
flaws:
impatient
bad at magic
self-absorbed

FASHION/GROOMING:

fancy cloak
and bow tie
beautiful fluffy fur

PERCEIVED BY OTHERS:

lazy
not a good wizard
very cute

HOBBIES:

sitting
sleep
watching out window
casting spells

DESCRIPTION OF HOME:

Simple tower
stone
many cat toys

WHAT THEY CARRY:

cloak
wizard hat
wand

PERSONAL VIEWS:

all cats deserve the very best
dogs are very silly
vacuums have poor taste in vacations

FAST FACTS

CATCHPHRASE(S): mew, mew! (translated: Hooray!)

DARKEST SECRET(S): his magic is not very good

PET PEEVE(S): not being clean

PHOBIA(S): vacuum

~~PET(S):~~

ACCENT/SPEECH: cat language (meows)

LANGUAGE(S): cat language

MOVEMENT/TIC(S): both fast and sleepy

DISTINGUISHING FEATURE(S): wizard's clothing, fluffy fur

CHARACTER BIO

WHAT HAPPENED TO YOUR CHARACTER BEFORE THE STORY?
HOW DID THEY CHANGE AFTERWARD?

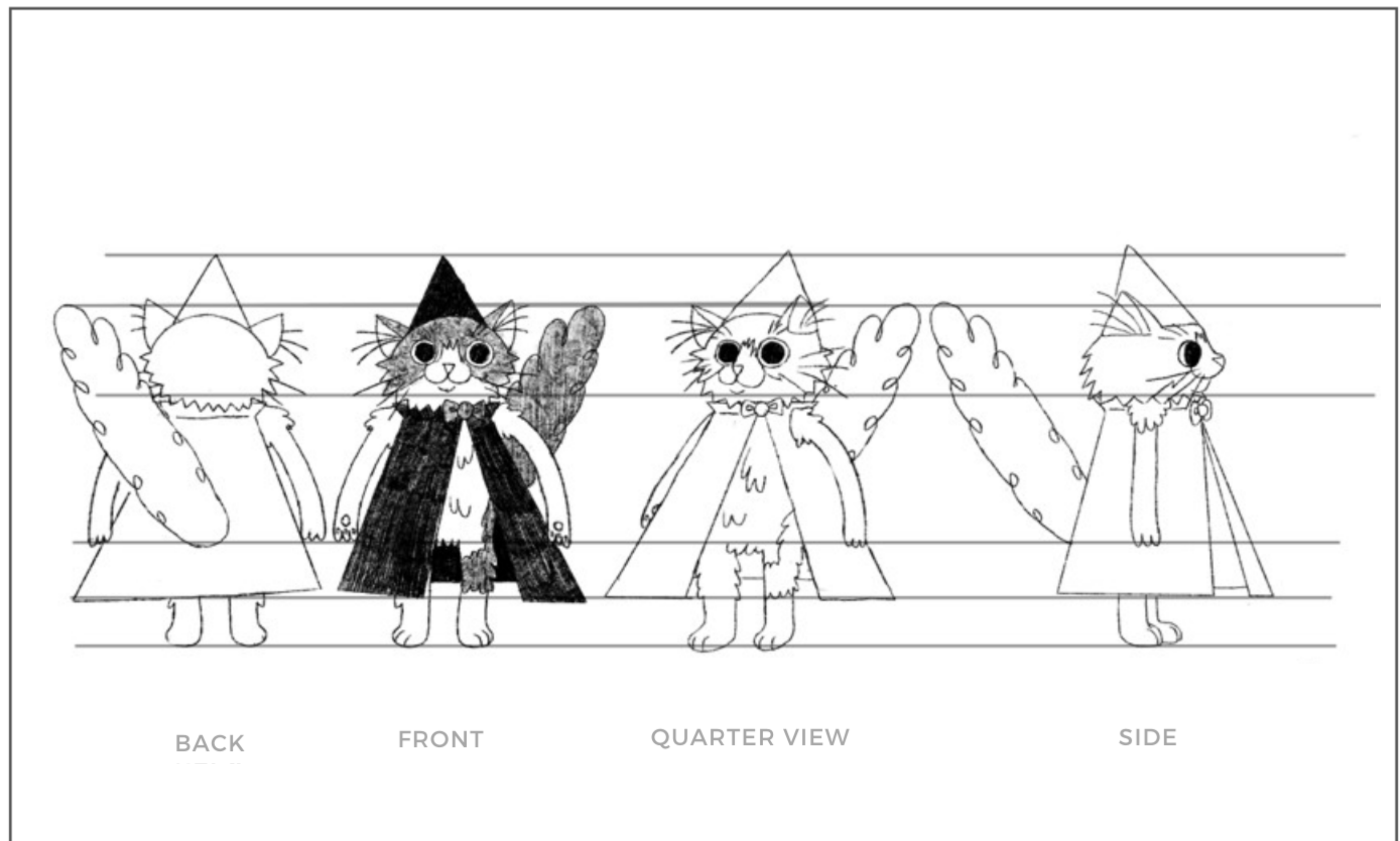
Bosco sat what seemed like forever in cold wizard tower in winter.

He did not learn to be patient, but he did get to sit in a warm window.

ADDITIONAL DETAILS:

MY CHARACTER SHEET

CHARACTER TURNAROUND



CHARACTER DETAILS (PORTRAIT, ACCESSORIES, FEATURES, EXPRESSIONS, ETC.)

