

IDEA GENERATION CHART

<ul style="list-style-type: none"> • The antagonist is a king or prince 	<ul style="list-style-type: none"> • The adventure has to get a prize in order to save their love ones (family, partners, hometown) 	<ul style="list-style-type: none"> • The protagonist is a wizard or a witch 	<ul style="list-style-type: none"> • The prize could be an answer to the question
<ul style="list-style-type: none"> • The antagonist is revealed as a bad guy in the end as a plot twist 	<ul style="list-style-type: none"> • The adventure is forced to go on an adventure by a person of higher power 	<ul style="list-style-type: none"> • costumes, background and story base on specific time period 	<ul style="list-style-type: none"> • Antagonist is a monster
<ul style="list-style-type: none"> • The protagonist has extremely optimistic personality 	<ul style="list-style-type: none"> • The tool can be a cross bow 	<ul style="list-style-type: none"> • The special ability is invisibility 	<ul style="list-style-type: none"> • The protagonists could be two siblings
<ul style="list-style-type: none"> • Has a young child as a companion 	<ul style="list-style-type: none"> • Takes place in the future 	<ul style="list-style-type: none"> • The tool could be a shovel 	<ul style="list-style-type: none"> • The tool can be a musical instrument

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