

Character Development Sheet

Mr. Bait

Character description

Gender:	Male
Age:	40
Location:	Pacific Ocean coast, North America
Strengths:	Strong, motivated
Weaknesses:	Careless, slovenly, incautious, unsocial
Shape:	Round, human like
Eye color:	Yellow
Skin color:	Dark Grey
Social/ family:	No family and no friends.

1. Initial character sketch on paper



2. Sketch in color on paper



3. Final character in Illustrator



What drives the character

Mr. Bait is an evil human like creature, who does not care about others. He is driven by urge to become rich. He wants to empty space on land so he can build new plastic manufacturing factory and become rich. He is driven by greed for more and more money.

Characters main goal

Mr. Bait's main goal is to get rid of the trash he has easily and quickly so he can start building. He does not care about recycling and sorting trash. He is unaware of waste pollution consequences.

What is the characters purpose

Mr. Bait is antagonist and was created to challenge the protagonist of the game - Bubbles. Mr. Bait keeps creating obstacles that have to be overcome by the main character and creates purpose that has to be fulfilled.

What the character needs to fulfill (goal, mission)

His mission is to get rid of the trash by throwing it in the ocean.

Characters friends and enemies

Character does not have friends. His enemies are environment and nature. Later in the game marine world starts sending him back all the trash that he has dumped in the water.

Other evil characters on screen and inspirations for Mr. Bait

Inspiration for character was taken by examining other evil characters and their characteristics from movies and stories. Antagonist has bright red cape, which connotes that he is dangerous. His eyes are yellow and angry. Also his facial expression suggests that he is evil and angry, with bad intentions on his mind. In addition, he is hiding in his jumper so he can not be easily seen. This idea was taken from horror movies, where the antagonist is often hidden or doesn't show on the screen thus making the audience more scared. His big shoes connotes that his actions leave big footprints on the environment.