Agents

- Book writing
  - Whimsy Storybook

Book writing

Book writing

Whimsy Storybook

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# Start Here — Picture-Book Project Overview

This file is the front door for the new project.

## What this project is for

This project is built to turn a **simple one-line idea** into a **short, playful, image-heavy storybook draft** for younger kids.

It is designed for:
- short read-aloud stories
- strong page-turn rhythm
- lots of illustrations
- memorable repeated phrases
- silly, whimsical logic
- warm emotional payoff
- child-friendly language
- quick generation from a tiny prompt

## What this project is **not**
This is **not** a direct imitation of any existing author or franchise.

It can use:
- playful rhythm
- nonsense-flavoured invention
- sound-play
- repetition
- absurd comedy
- visual whimsy

But it should **not** copy:
- exact rhyme habits
- signature meter
- famous creatures
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- familiar catchphrases
- recognisable sentence music from a protected work

Make it feel **fresh, bright, and original**.

## Best use case

The ideal workflow is:

1. give a one-line idea
2. generate a short storybook draft
3. generate a matching image pack
4. revise for tighter read-aloud flow
5. optionally build a recurring world / character line from the result

## Best output shape

Default story output should usually include:
- a title
- a one-sentence hook
- a compact storybook draft
- page or spread breaks
- short illustration prompts for each spread
- optional repeated refrain

## Recommended age feel

Best target:
- ages **3–7** for read-aloud
- still enjoyable for early independent readers

## Best reading feel

The story should feel:
- quick
- visual
- funny
- warm
- slightly weird in a good way
- easy to follow aloud
- satisfying by the end
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## File map

Use these files together:

- **01_PICTURE_BOOK_SERIES_BIBLE.md**
  Big-picture identity, promise, and project rules.

- **02_TONE_AND_READALOUD_STYLE_GUIDE.md**
  Voice, rhythm, humour, and language rules.

- **03_CHARACTER_AND_WORLD_DESIGN_GUIDE.md**
  How to build memorable characters and simple worlds fast.

- **04_STORYBOOK_STRUCTURE_AND_PAGE_FLOW.md**
  How to shape a short illustrated story.

- **05_IMAGE_PROMPT_GUIDE_FOR_STORYBOOKS.md**
  How to generate lots of useful pictures without muddy prompts.

- **06_ONE_LINE_TO_STORY_WORKFLOW.md**
  The main engine for turning tiny prompts into complete short books.

- **07_PROMPT_LIBRARY_AND_USEFUL_WORKFLOWS.md**
  Reusable prompts for fast drafting, revision, and expansion.

- **08_SERIES_CONTINUITY_AND_RECURRING_ELEMENTS.md**
  How to reuse characters, phrases, and worlds across multiple books.

- **09_STORY_OUTPUT_TEMPLATE.md**
  Clean final-output template.

- **10_CONTINUITY_TRACKER_TEMPLATE.md**
  Reusable tracker for recurring picture-book worlds.

## Practical motto

**Small prompt in. Big picture-book energy out.**
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