

# Whimsy Storybook

## # 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
- 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

## ## 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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