

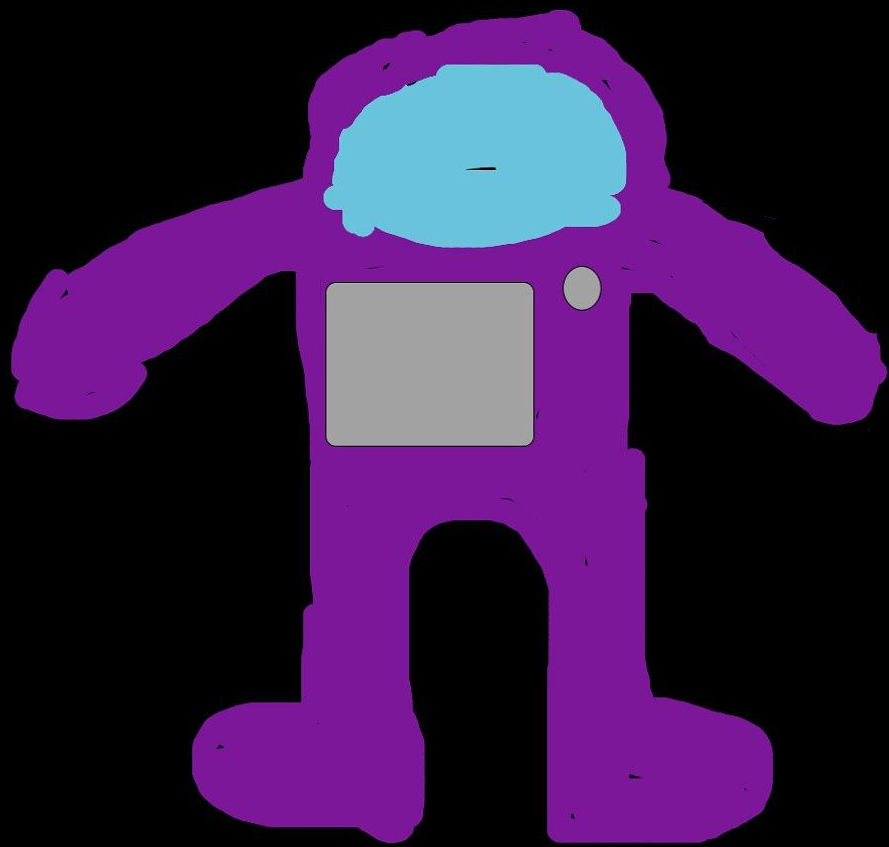
SpaceTrooper - CST-320 Storyboard

By Andrew Esch, Ryan Scott, and Diego Guerra

Loom:<https://www.loom.com/share/9db494705a4c418a94f2539c6dccce84>



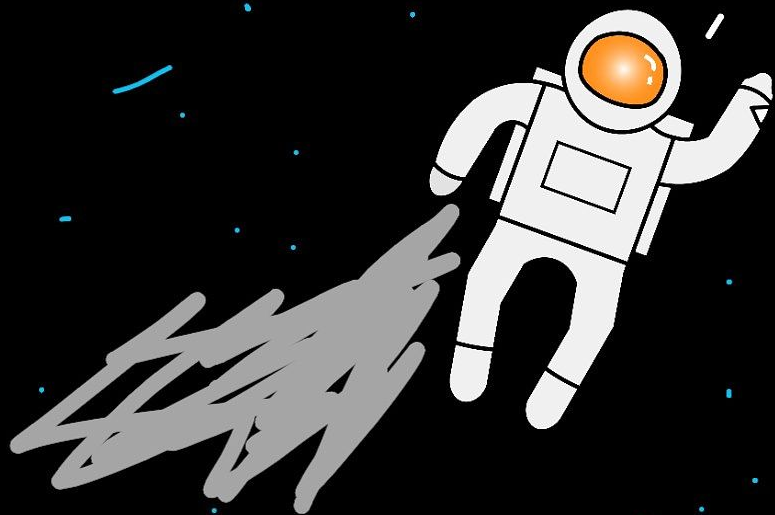
Player & Standard Screens



Player

Player Hands





Loading...

100%



GAME OVER

Ran out of time...

Restart?

To Main Lobby?

Leave Game?

Main Menu



Intro Scene



3...

2...

1...

Window



Main Menu Scene

Space Station Scene

Hallway Scene

Wall-e simulator

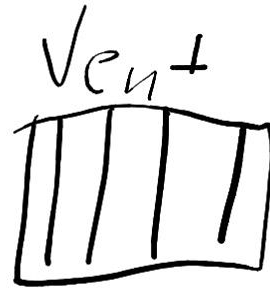
Fruit Ninja

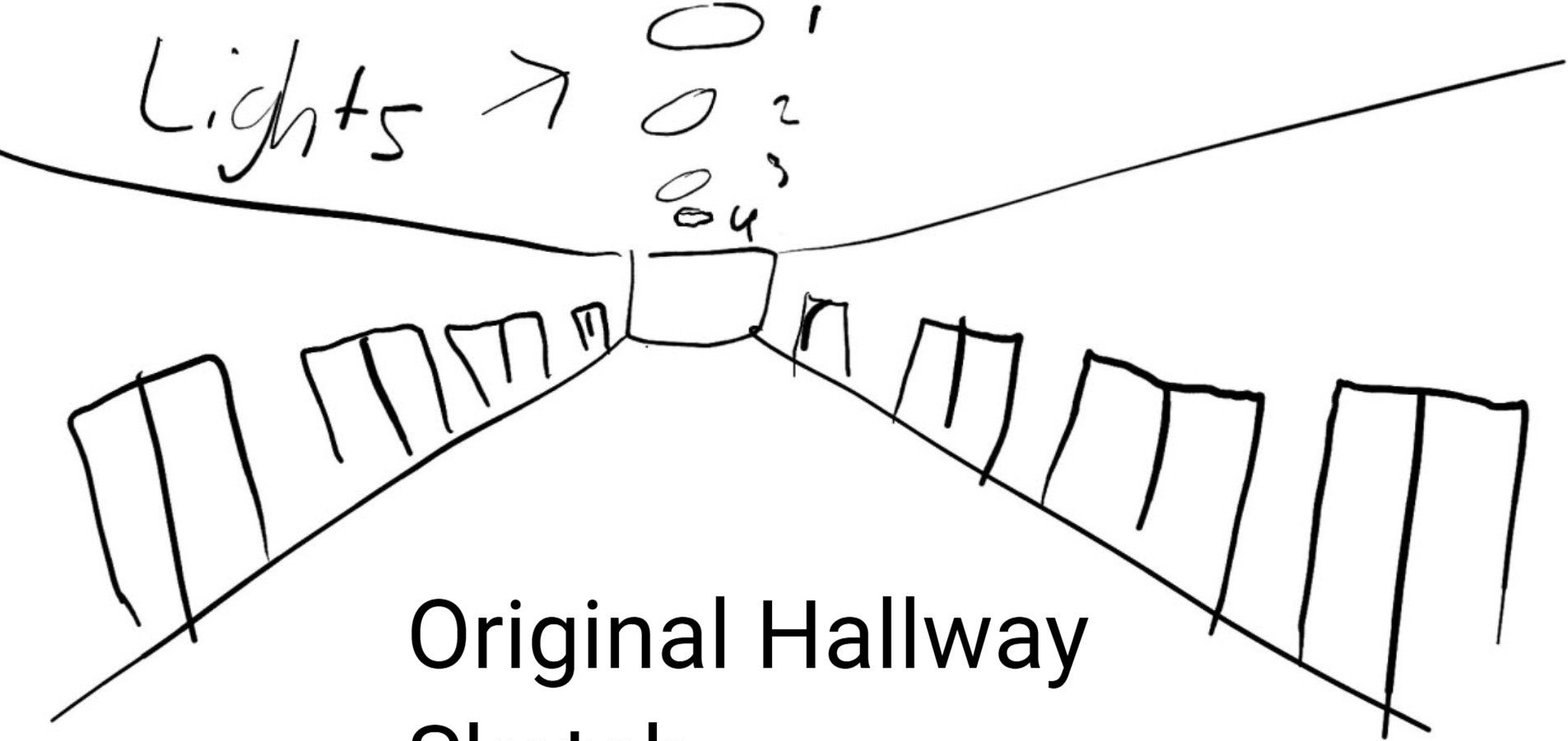
Pancake

Cannon Ball
Space invaders

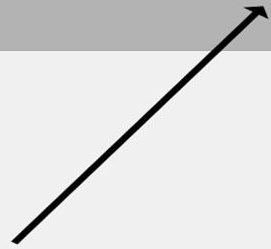
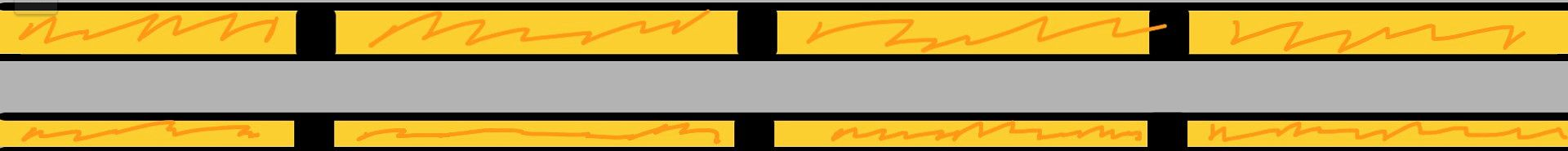
Space Walk

Exit

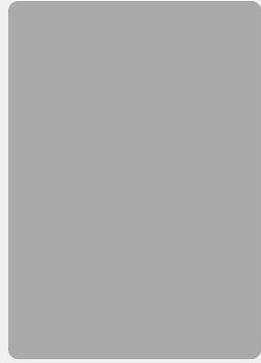




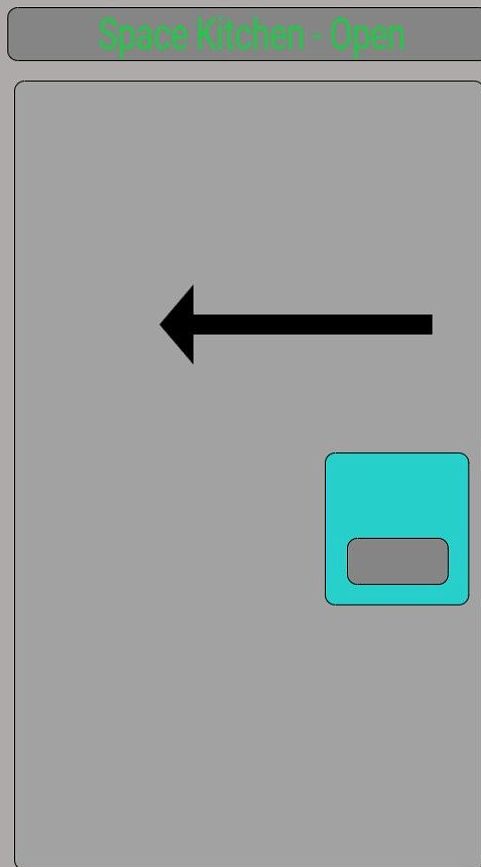
Original Hallway
Sketch

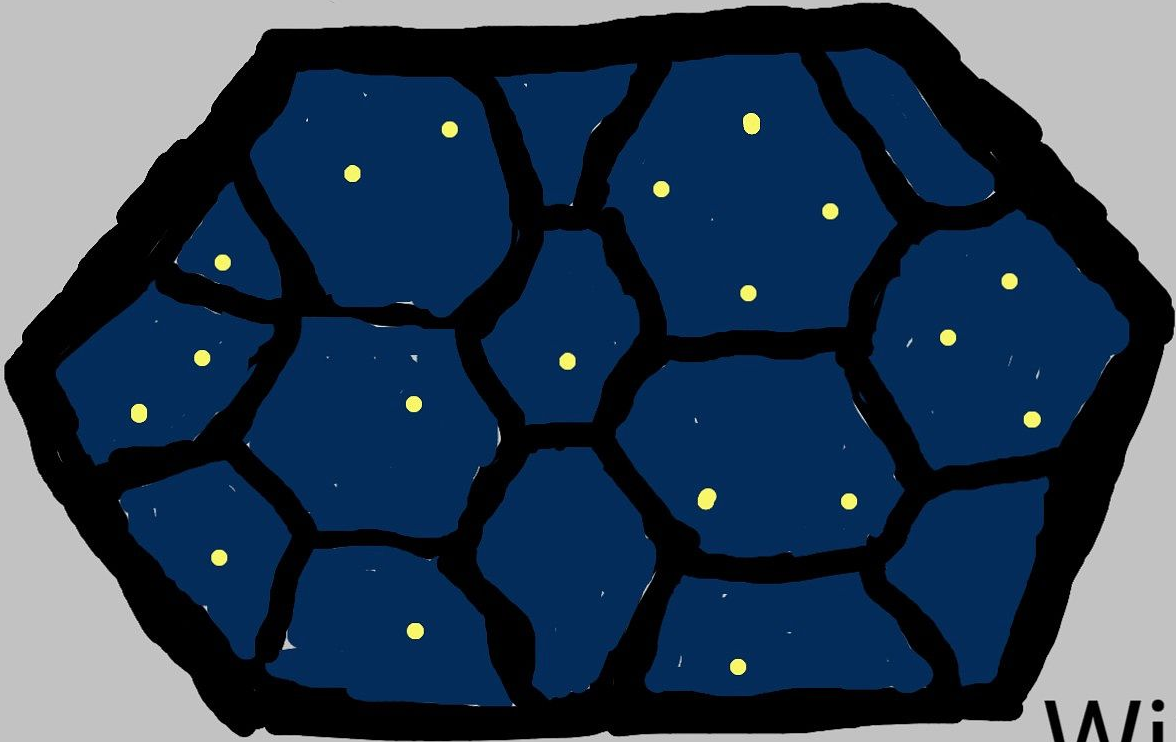


Ceiling &
Lights



Door Object



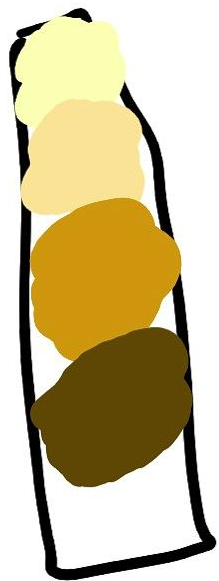


Window

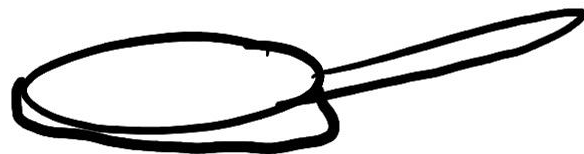
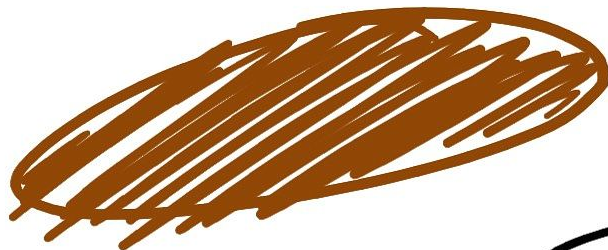




Space Kitchen Game



← Stages of pancake



$O^L M H$
③



$O^L M H$
③

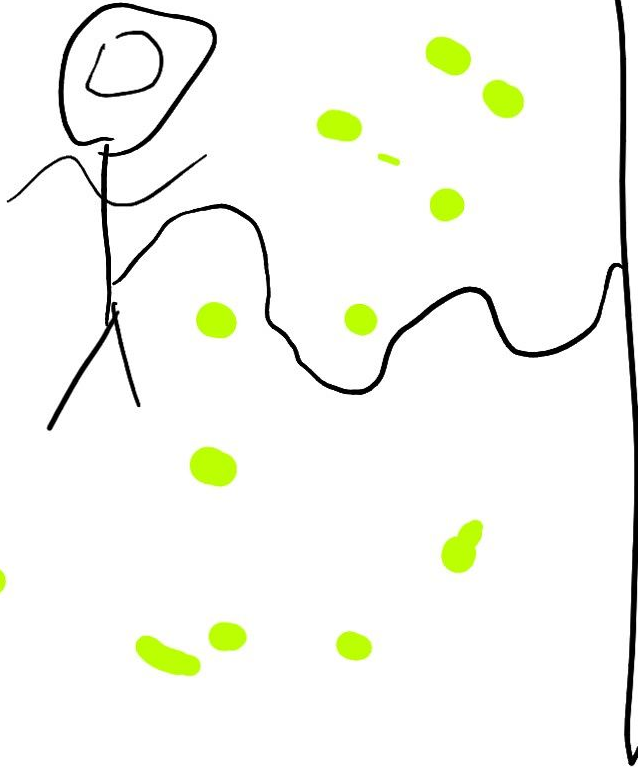
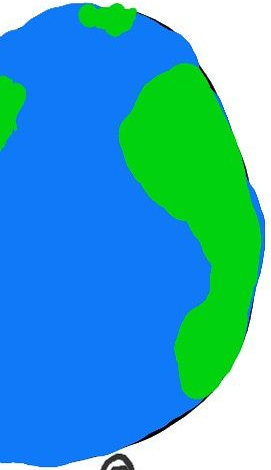




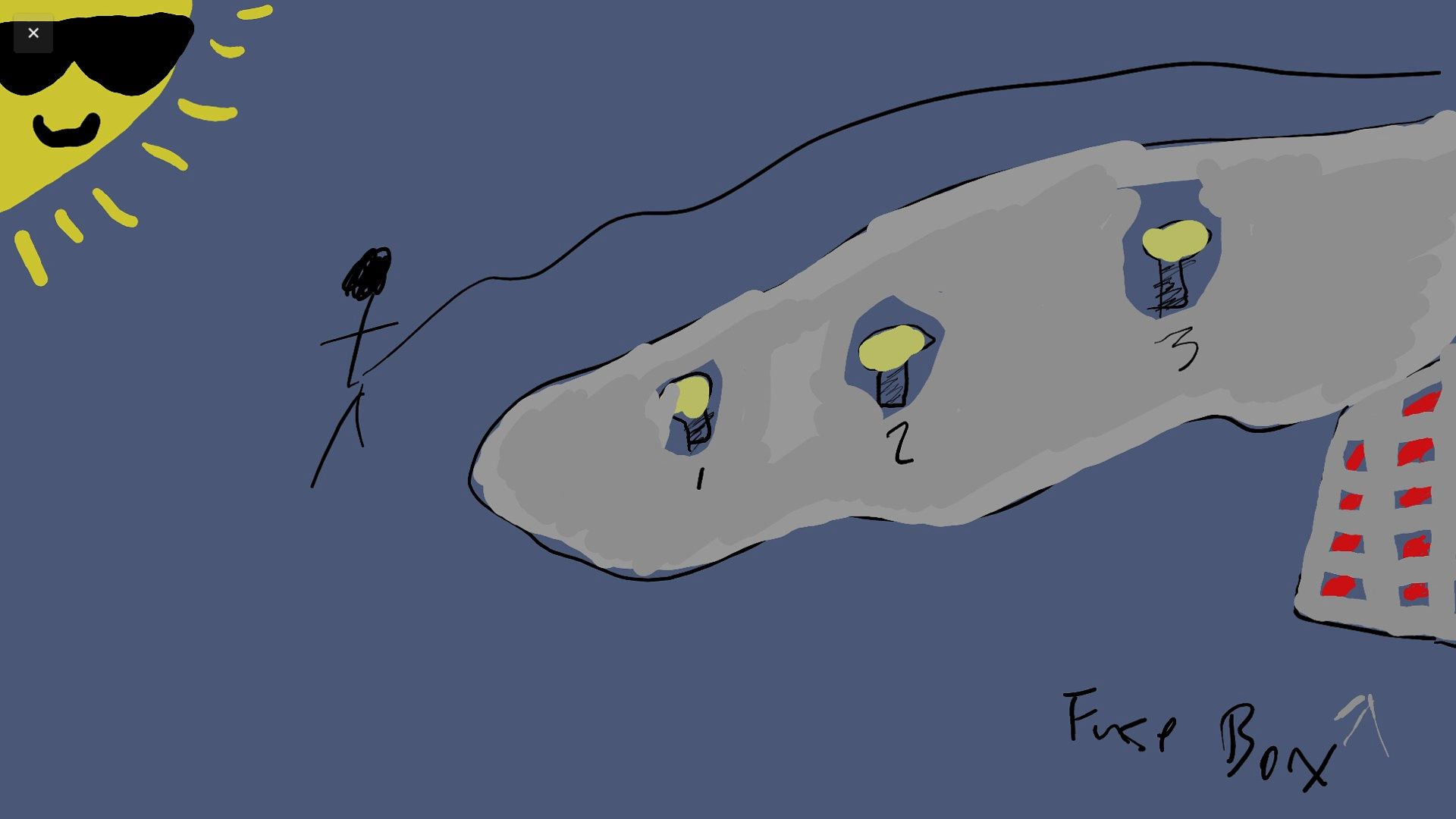
Space Walk Simulator

- task 1
- task 2
- task 3

+ a 512

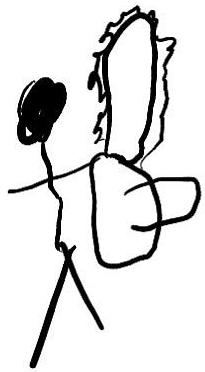


Ship

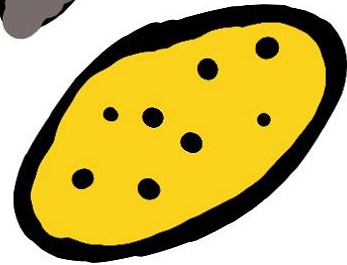
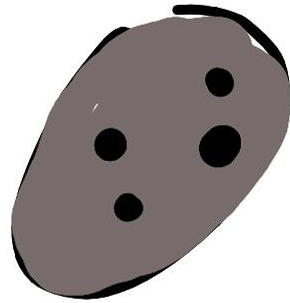


Cat in
Half 4
Diamond

Part of
Space walk



Meteor
↙





Space Fruit Slicer

Space Fruit Slicer Simulator



Timed

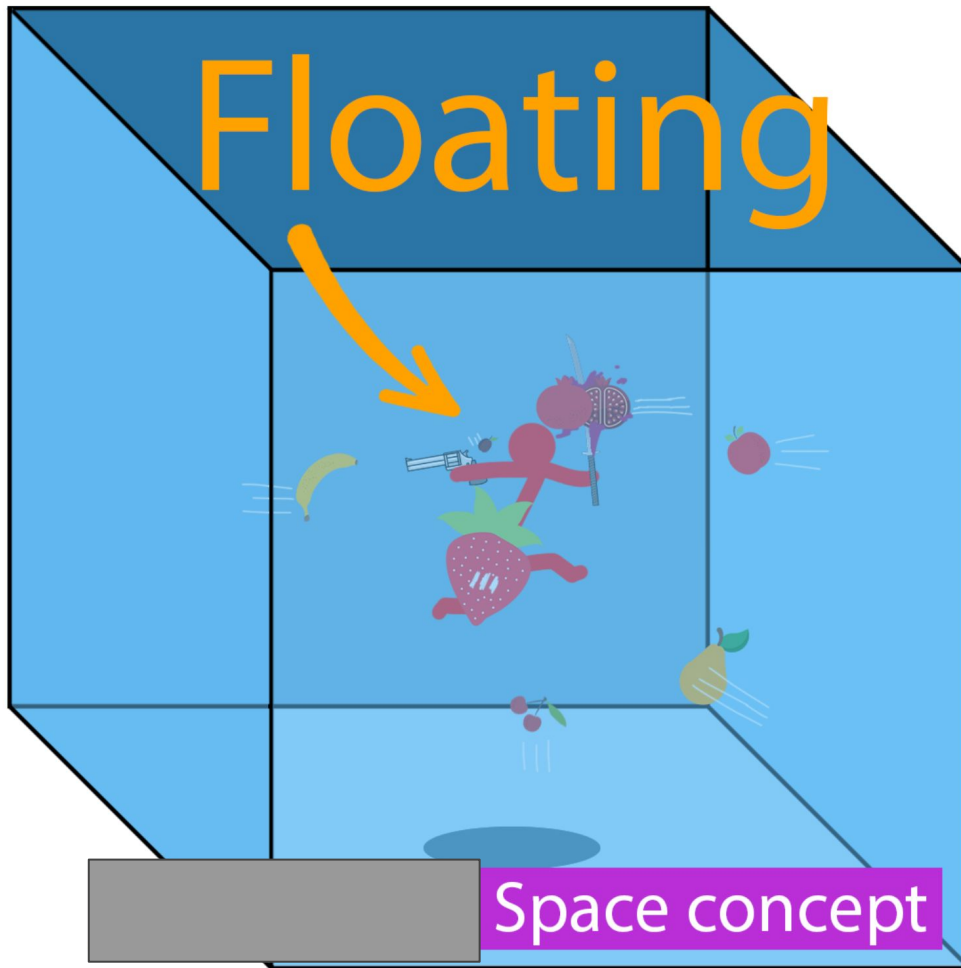


Challenge

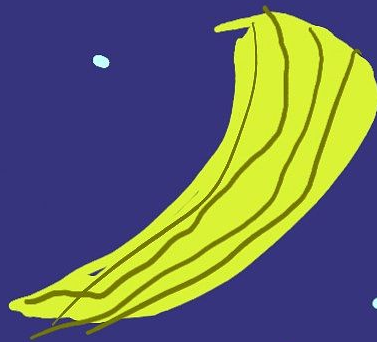


Endless

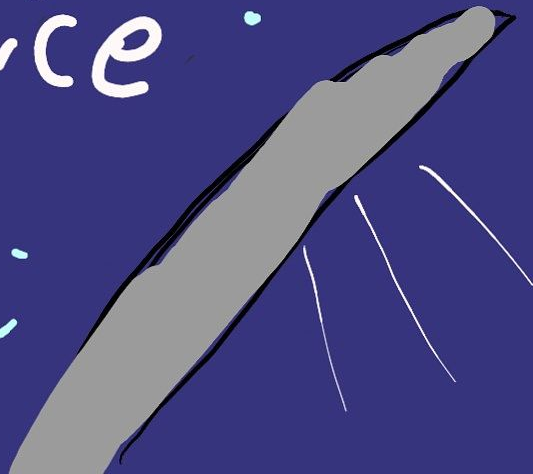
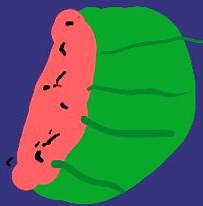
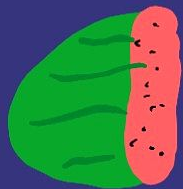
Floating



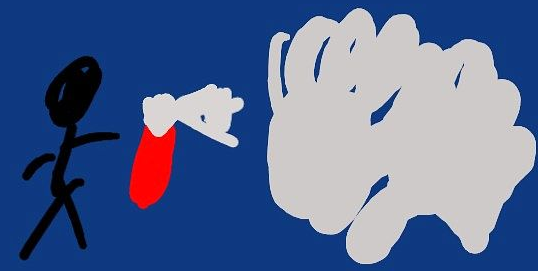
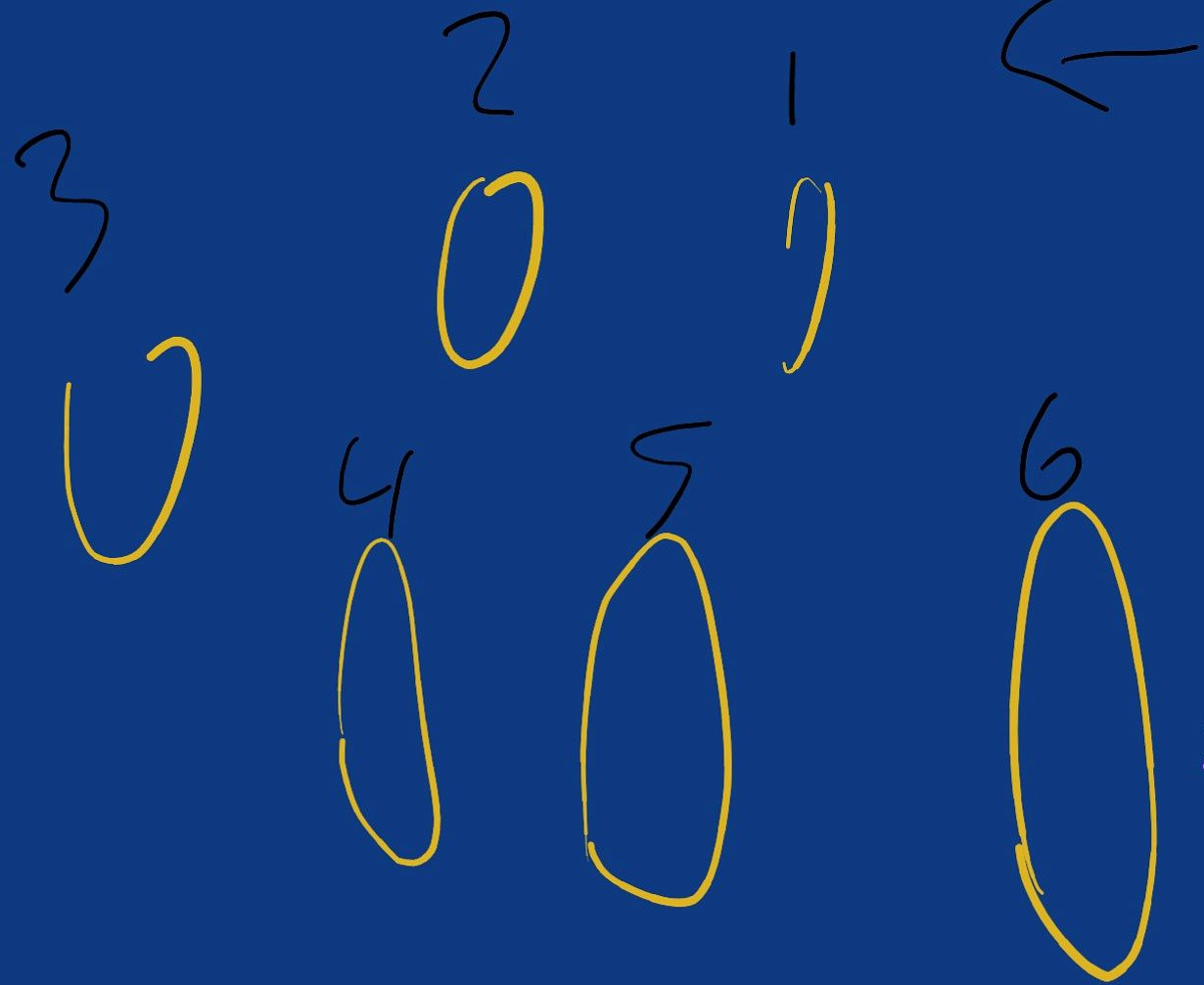
Space concept



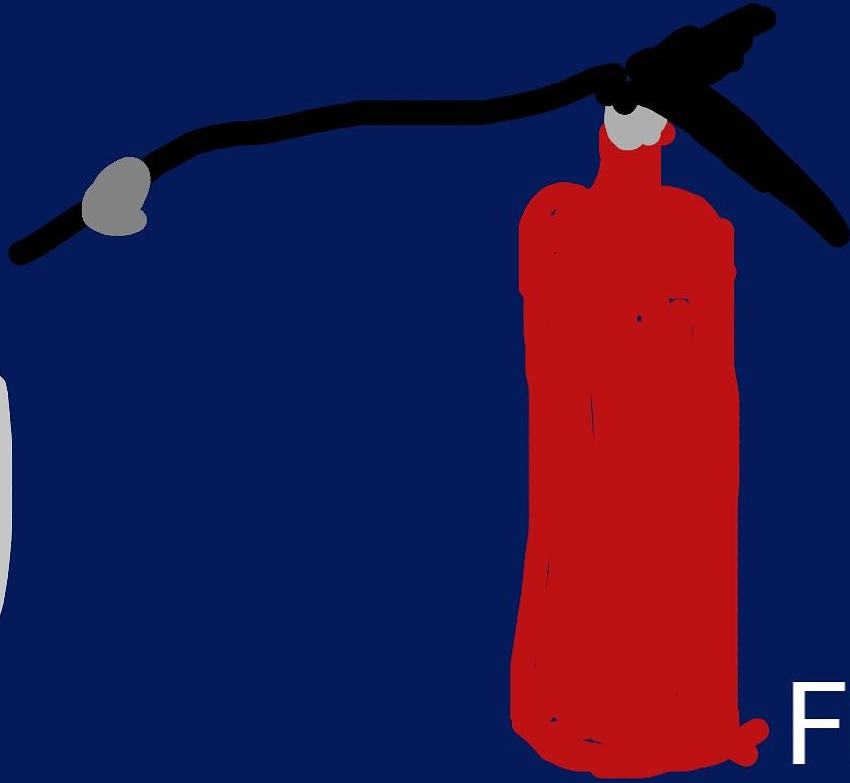
Slice



Fire Extinguisher Obstacle Course



New Scene Cube

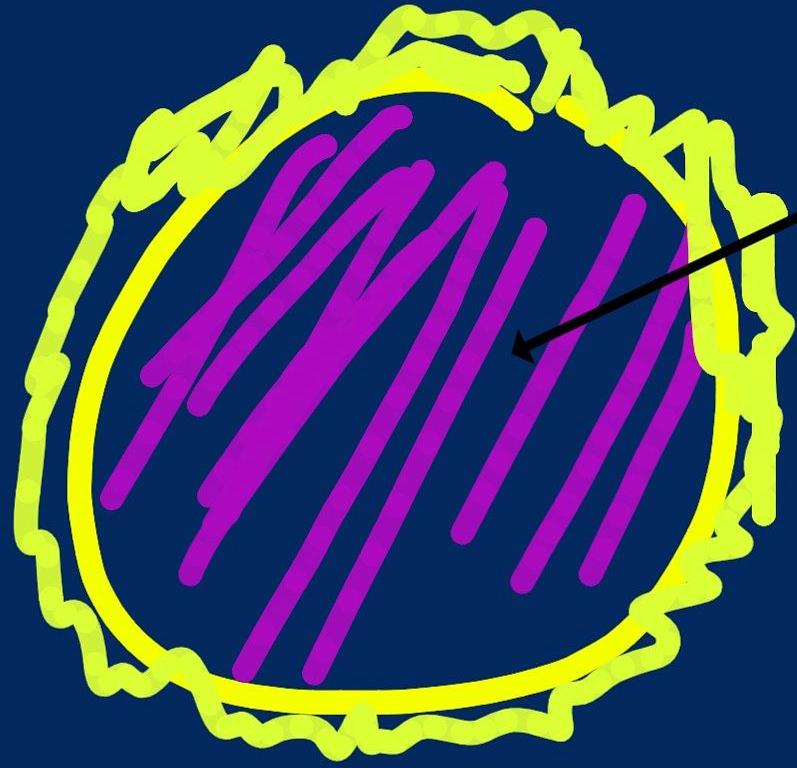


Fire Extinguisher
Object



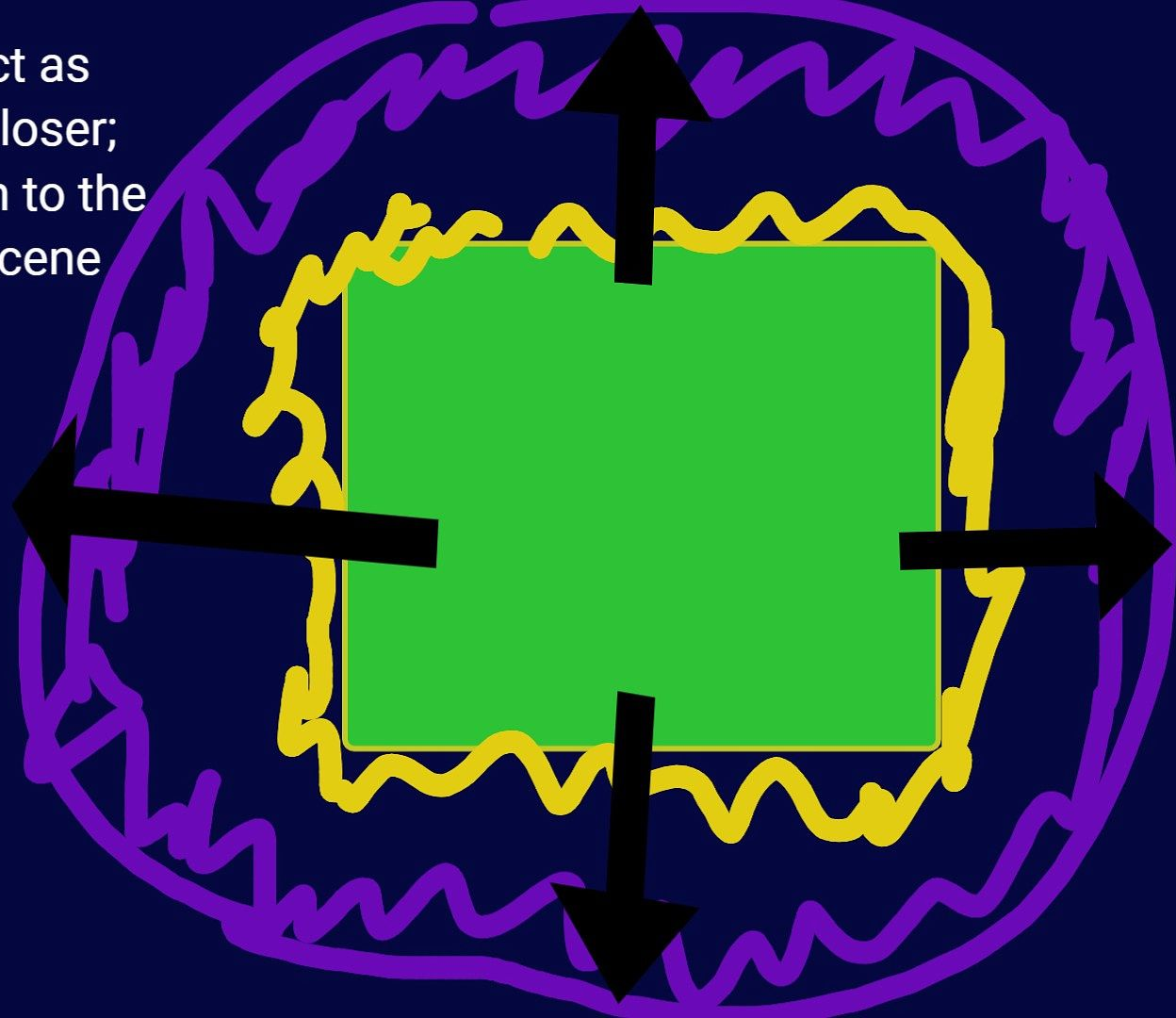
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Hover Effect for Hoops
that have not been
passed through



Hoop Obstacles

Portal Effect as
Users get closer;
sends them to the
next level scene



Portal
Cube
Object

Scoreboards

Score: ###

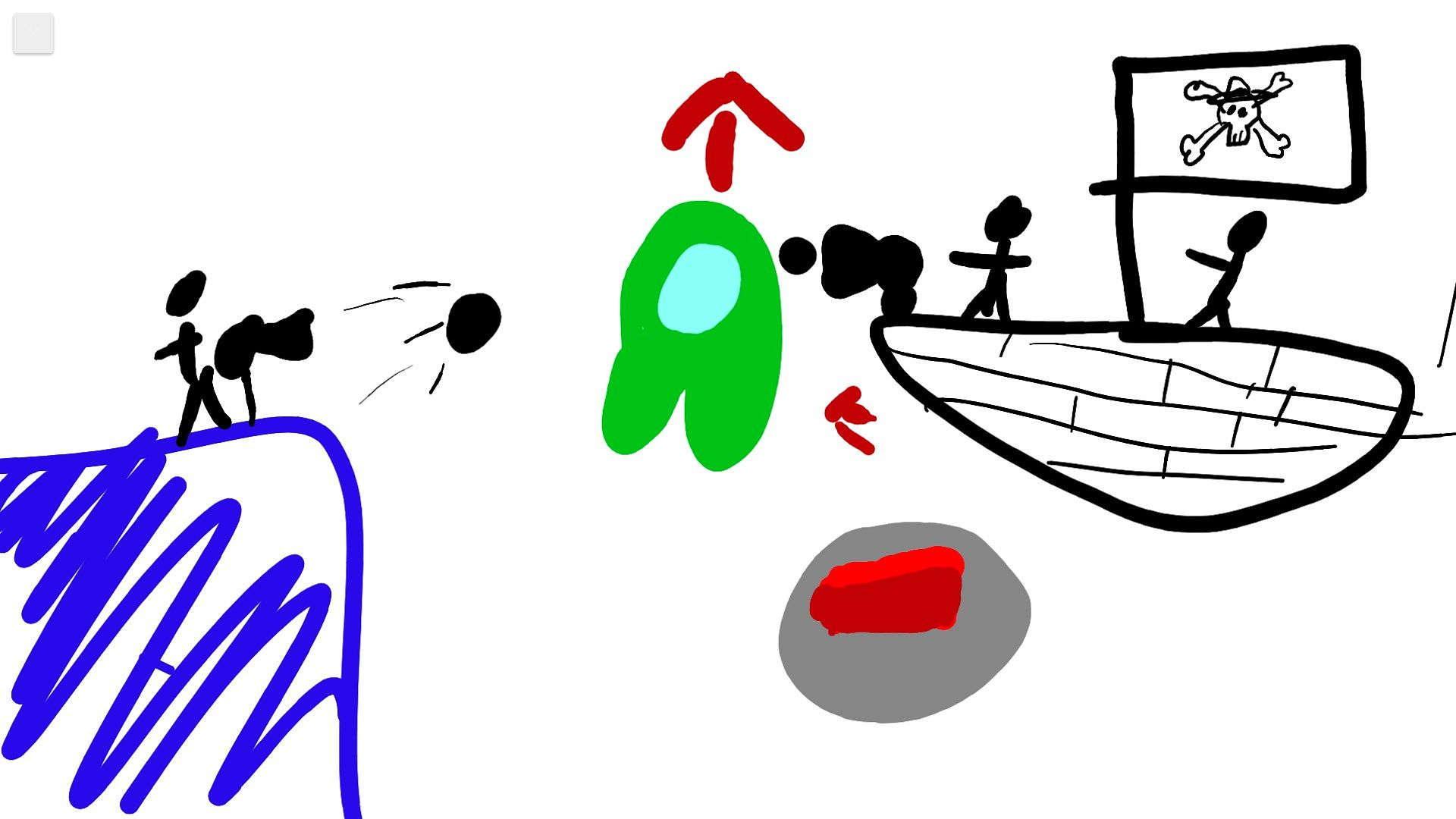
Level #

Time

#:##



Space Invaders





The End