

academic year 2015-16

THE DARK MASK



STORYBOARD

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Giacomo Garoffolo - Roberta Chang - Laura D'Allura



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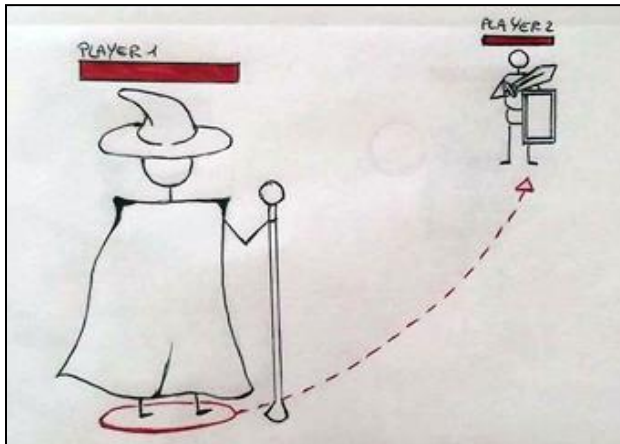
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1. Combat PCs

1.1 Mage

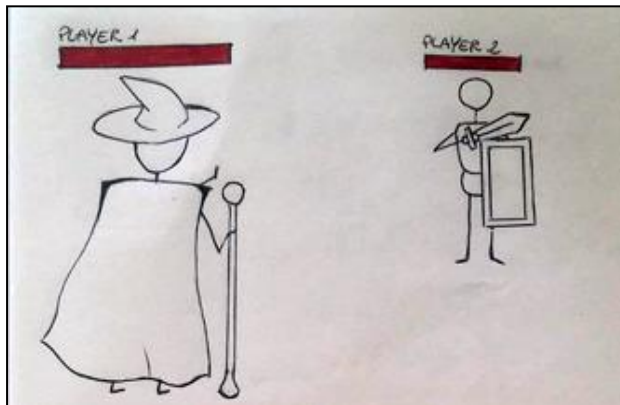
1.1.1 Weak attack

N° 1



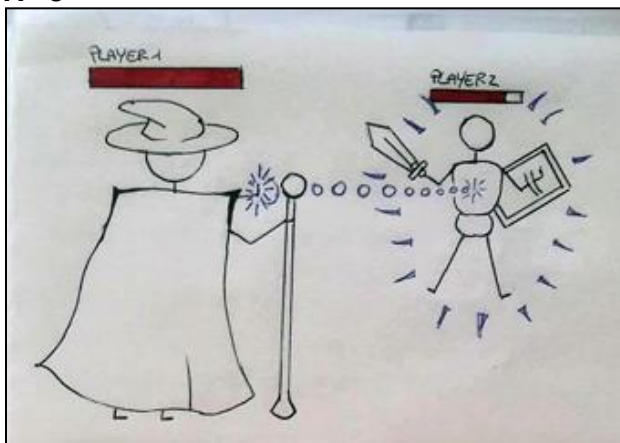
The player 1 starts moving towards the player 2, because it intends to attack him.

N° 2



The player 1 gets close enough to be able to inflict the chosen attack.

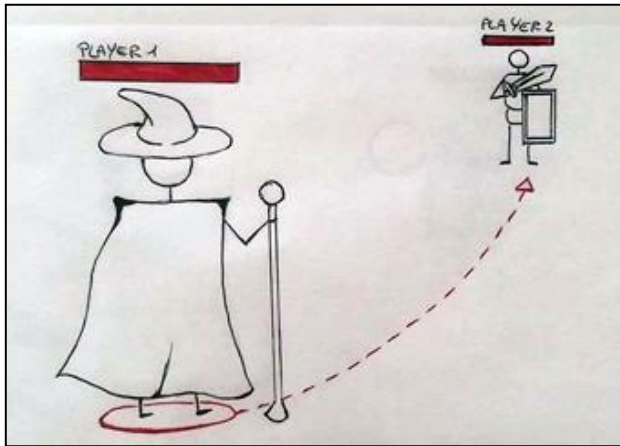
N° 3



The player1 executes the weak attack on the player 2.

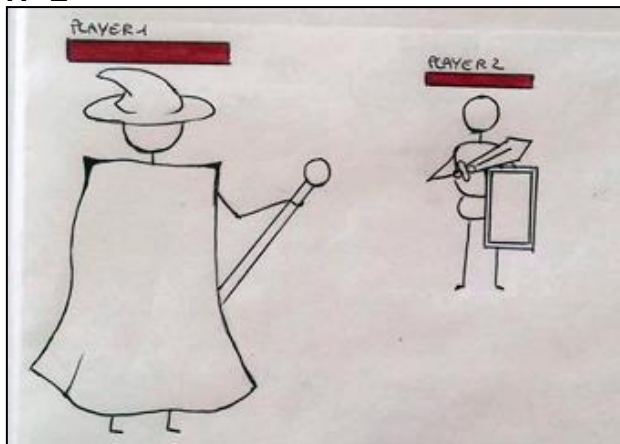
1.1.2 Medium attack

N° 1



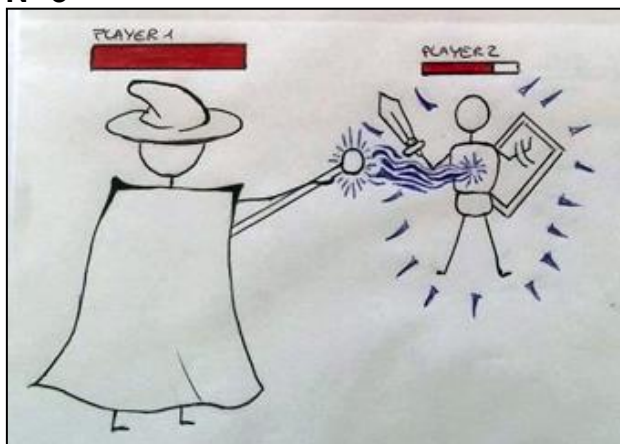
The player 1 starts moving towards the player 2, because it intends to attack him.

N° 2



The player 1 gets close enough to be able to inflict the chosen attack.

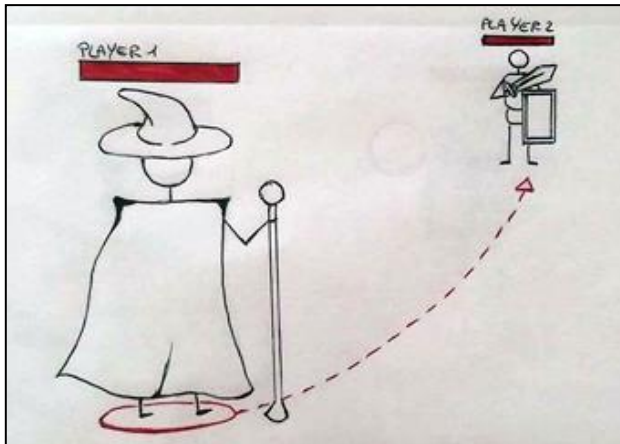
N° 3



The player 1 executes the medium attack on the player 2.

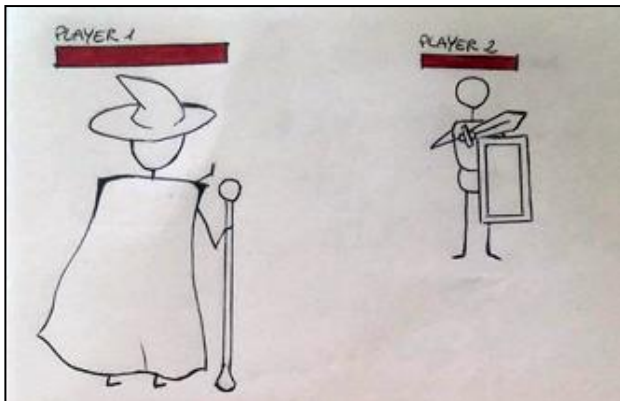
1.1.3 Strong attack

N° 1



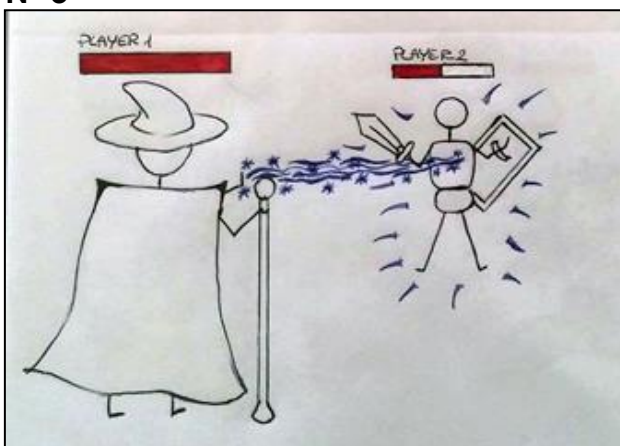
The player 1 starts moving towards the player 2, because it intends to attack him.

N° 2



The player 1 gets close enough to be able to inflict the chosen attack.

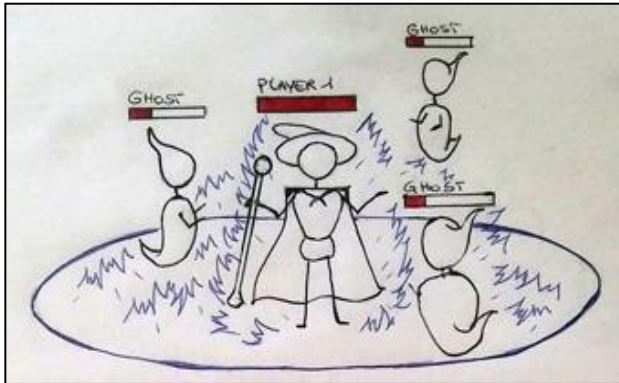
N° 3



II The player 1 executes the strong attack on the player 2.

1.1.4 Special attack

N° 1

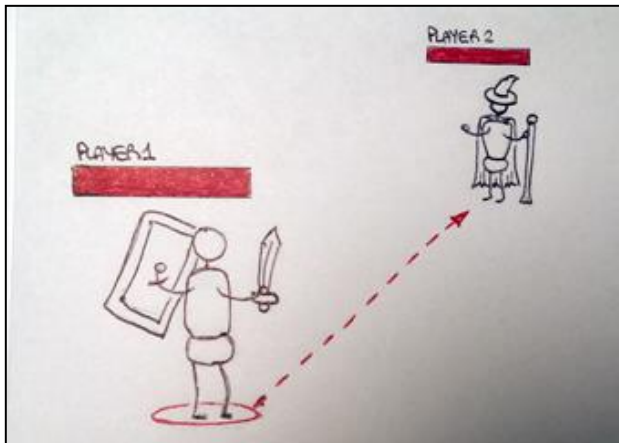


The player 1 executes special attack, which affects a number of surrounding enemies.

1.2 Warrior

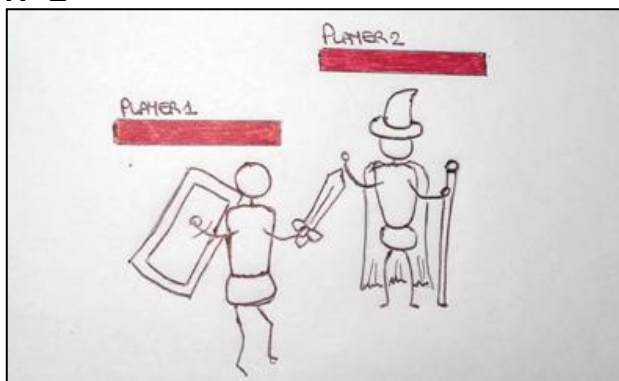
1.2.1 Weak attack

N° 1



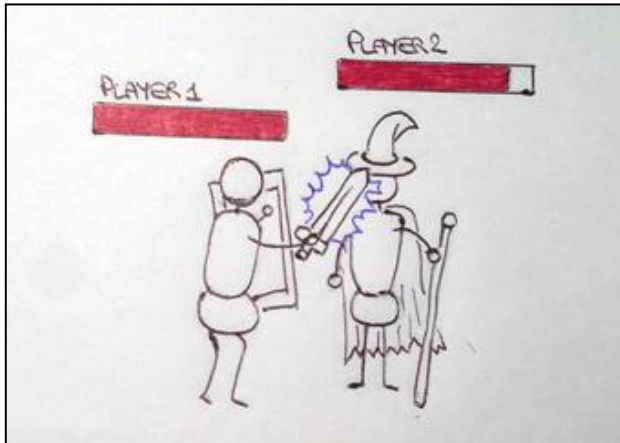
The player 1 starts moving towards the player 2, because it intends to attack him.

N° 2



The player 1 gets close enough to be able to inflict the chosen attack.

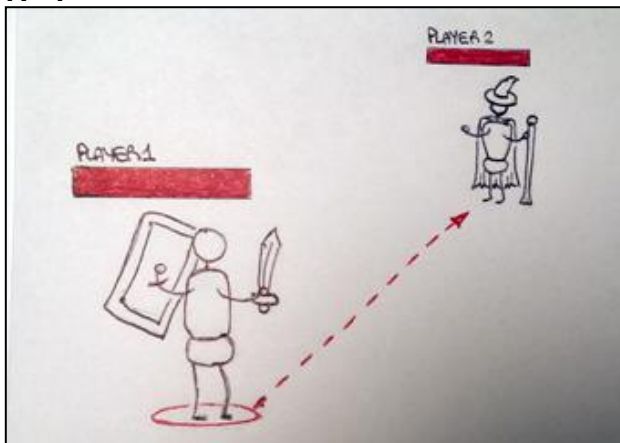
N° 3



The player 1 executes the weak attack on the player 2.

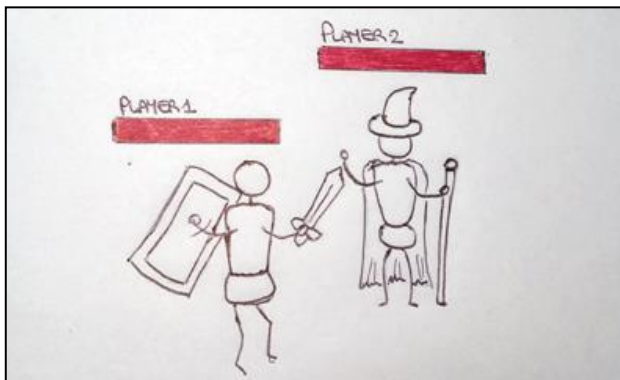
1.2.2 Medium attack

N° 1



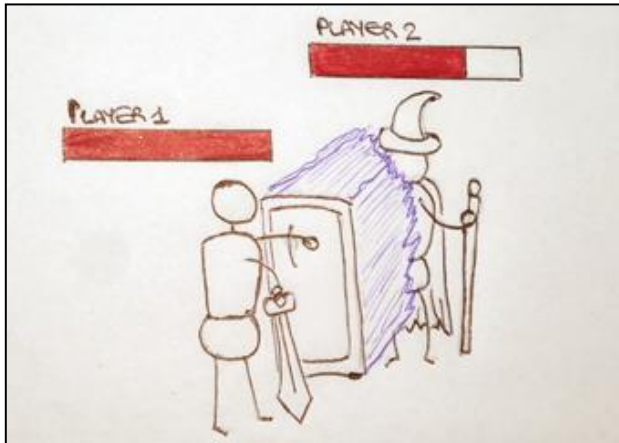
The player 1 starts moving towards the player 2, because it intends to attack him.

N° 2



The player 1 gets close enough to be able to inflict the chosen attack.

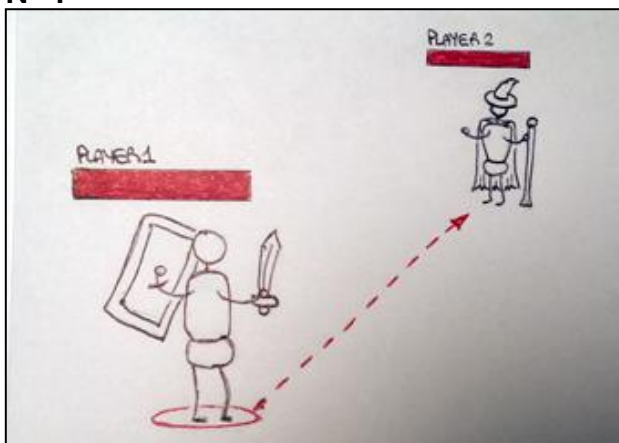
N° 3



The player 1 executes the medium attack on the player 2.

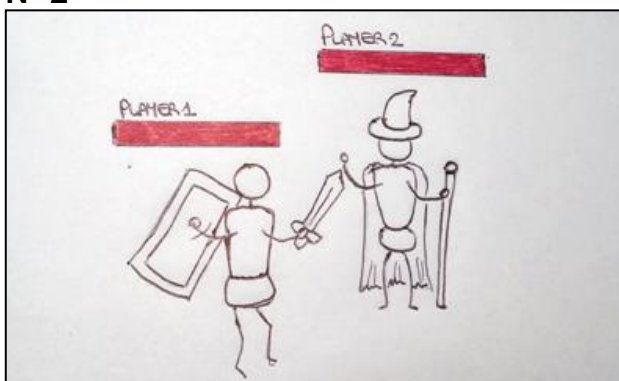
1.2.3 Strong attack

N° 1



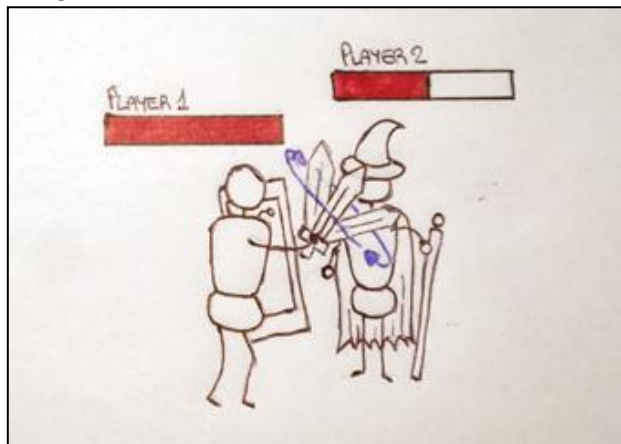
The player 1 starts moving towards the player 2, because it intends to attack him.

N° 2



The player 1 gets close enough to be able to inflict the chosen attack.

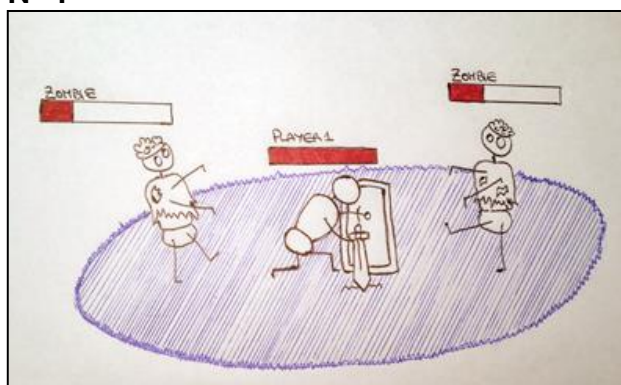
N° 3



The player 1 executes the strong attack on the player 2.

1.2.4 Special attack

N° 1

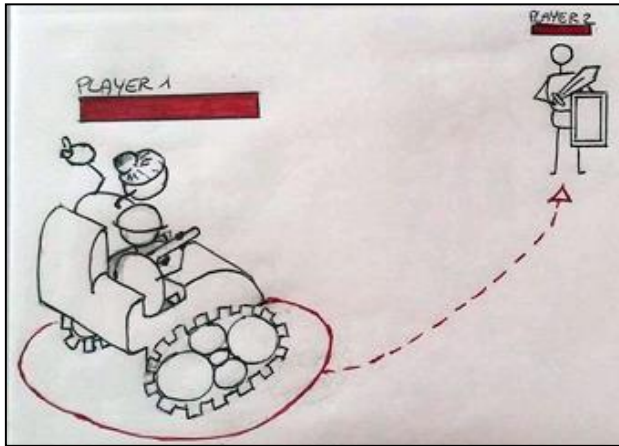


The player 1 executes special attack, which affects a number of surrounding enemies.

1.3 Soldiers

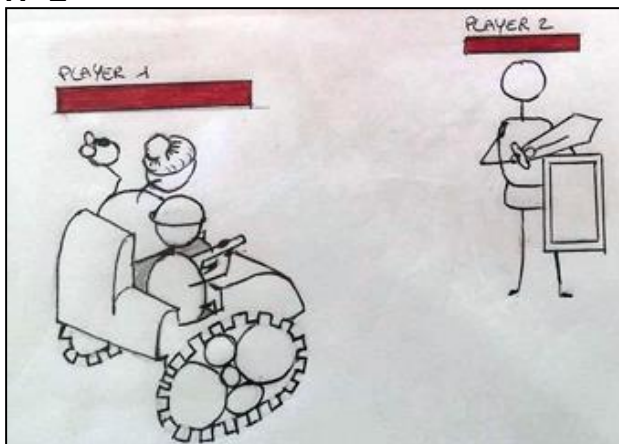
1.3.1 Weak attack

N° 1



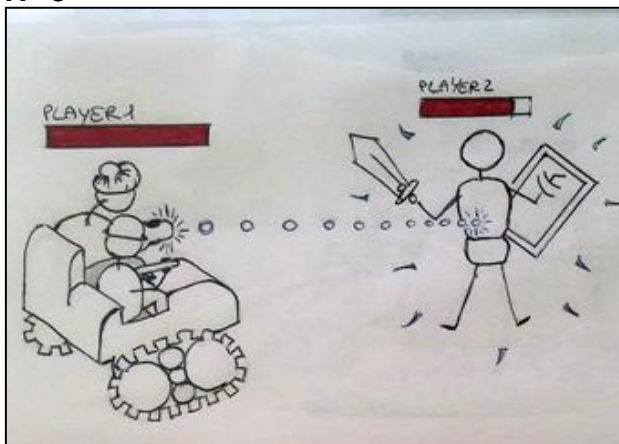
The player 1 starts moving towards the player 2, because it intends to attack him.

N° 2



The player 1 gets close enough to be able to inflict the chosen attack.

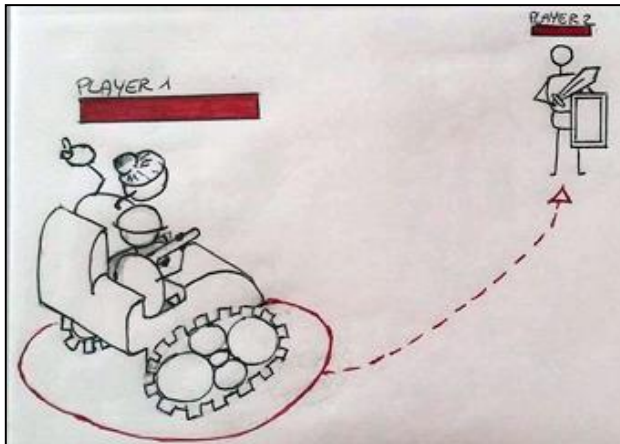
N° 3



The player 1 executes the weak attack on the player 2.

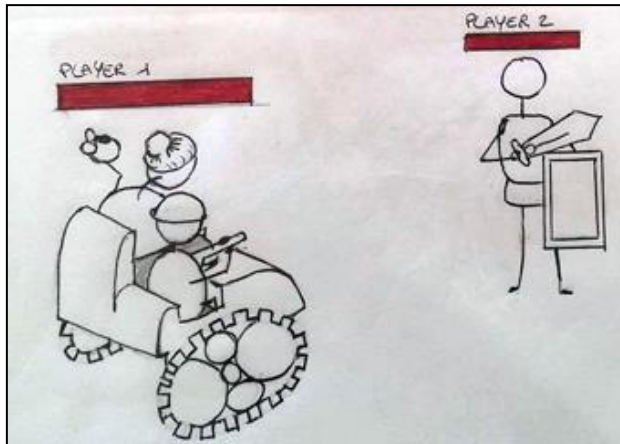
1.3.2 Medium attack

N° 1



The player 1 starts moving towards the player 2, because it intends to attack him.

N° 2



The player 1 gets close enough to be able to inflict the chosen attack.

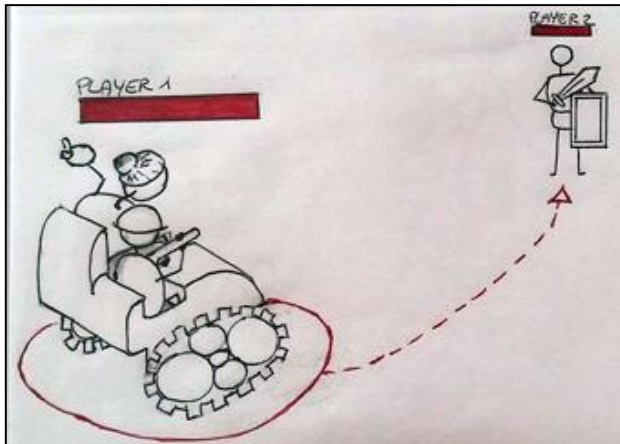
N° 3



The player 1 executes the medium attack on the player 2.

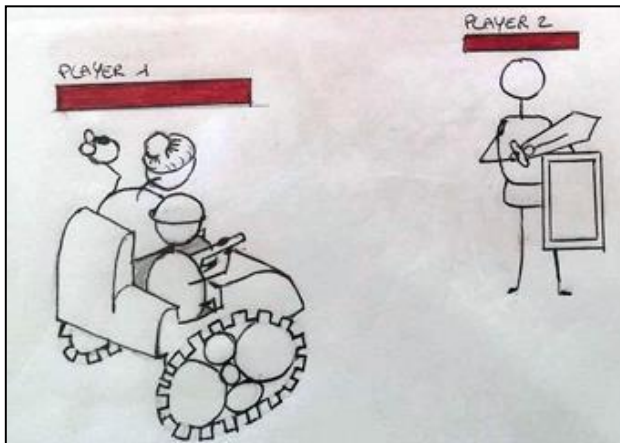
1.3.3 Strong attack

N° 1



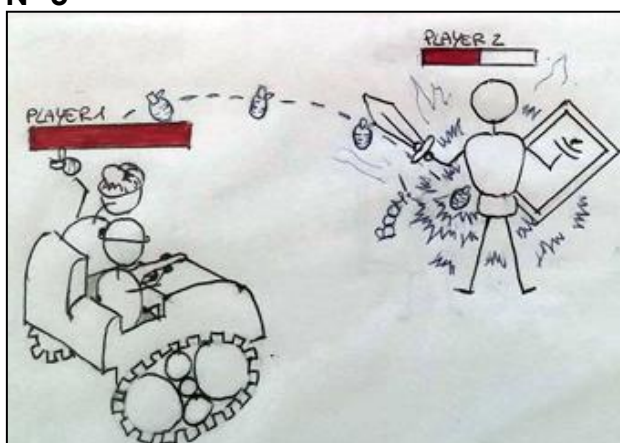
The player 1 starts moving towards the player 2, because it intends to attack him.

N° 2



The player 1 gets close enough to be able to inflict the chosen attack.

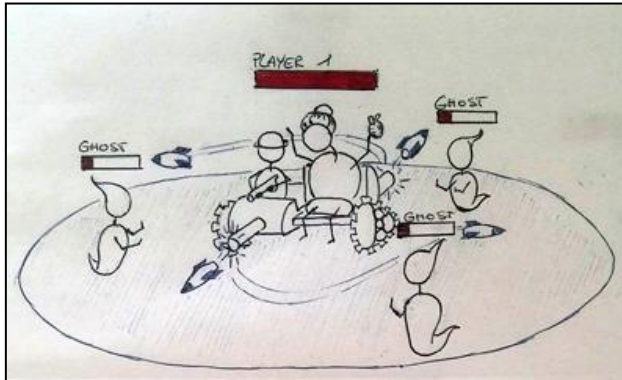
N° 3



The player 1 executes the strong attack on the player 2.

1.3.4 Special attack

N° 1

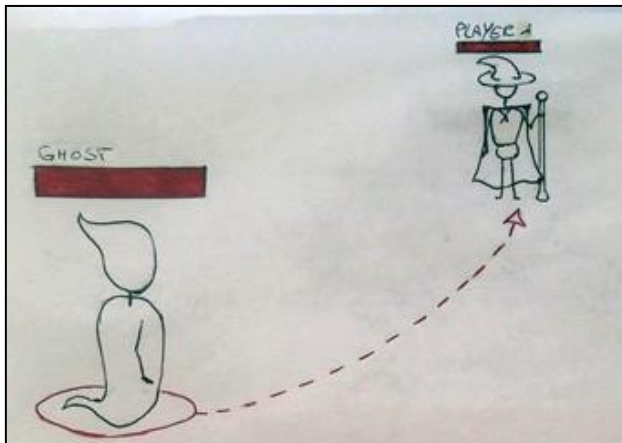


The player 1 executes special attack, which affects a number of surrounding enemies.

2. Combat NPCs

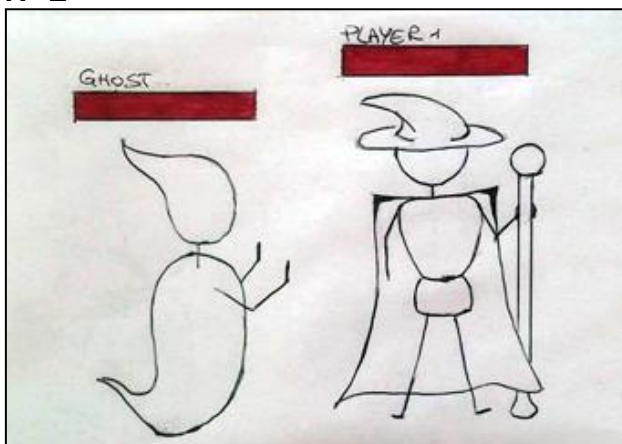
2.1 Ghost

N° 1



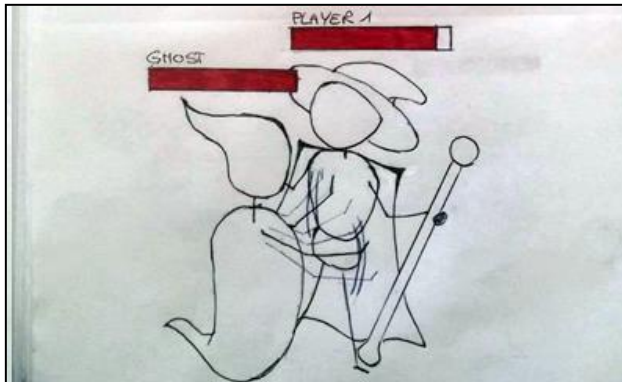
The NPC, just identified the player starts moving for attachment.

N° 2



The NPC comes close enough to inflict the attack.

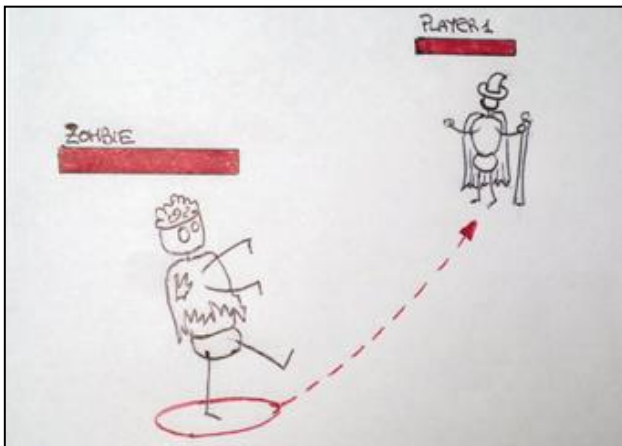
N° 3



The NPC executes the attack.

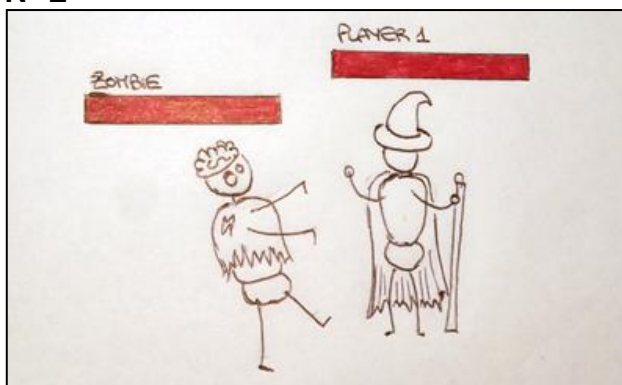
2.2 Zombie

N° 1



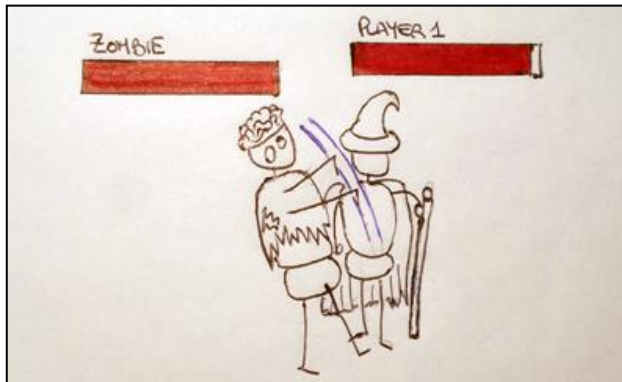
The NPC, just identified the player starts moving for attachment.

N° 2



The NPC comes close enough to inflict the attack.

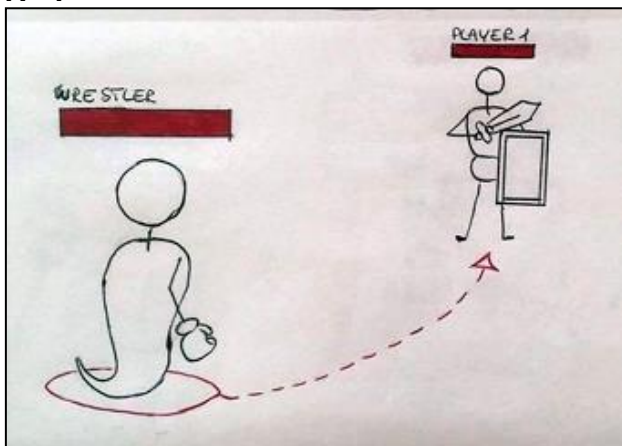
N°3



The NPC executes the attack.

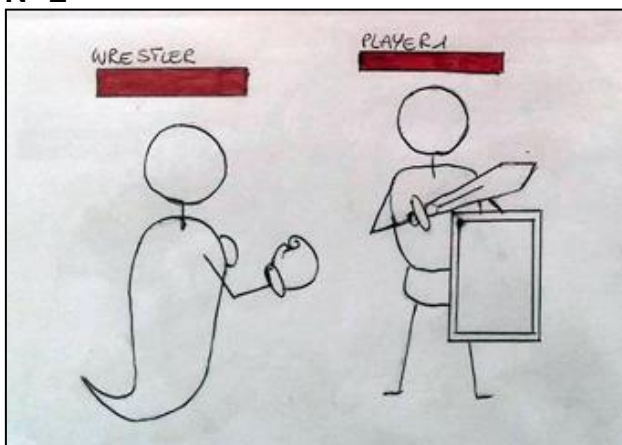
2.3 Wrestler

N° 1



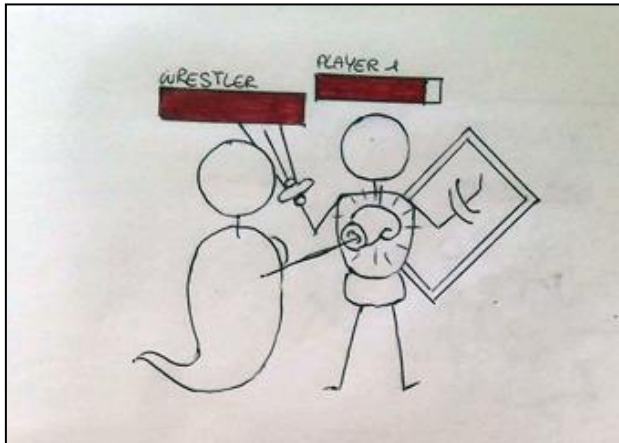
The NPC, just identified the player starts moving for attachment.

N° 2



The NPC comes close enough to inflict the attack.

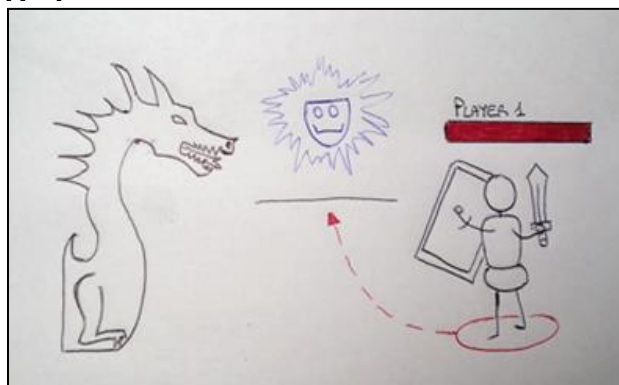
N° 3



The NPC executes the attack.

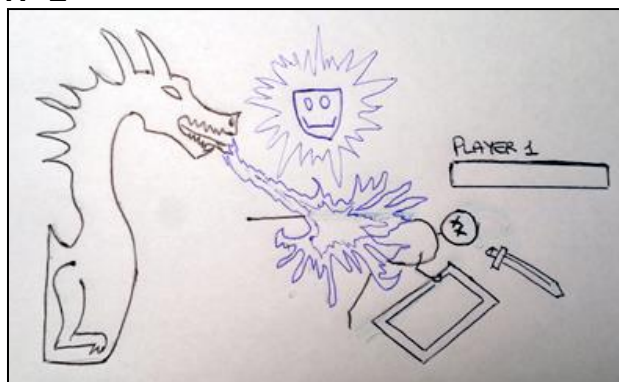
2.4 Dragon

N° 1



The NPC, just identified the player begins to prepare for the attack.

N° 2

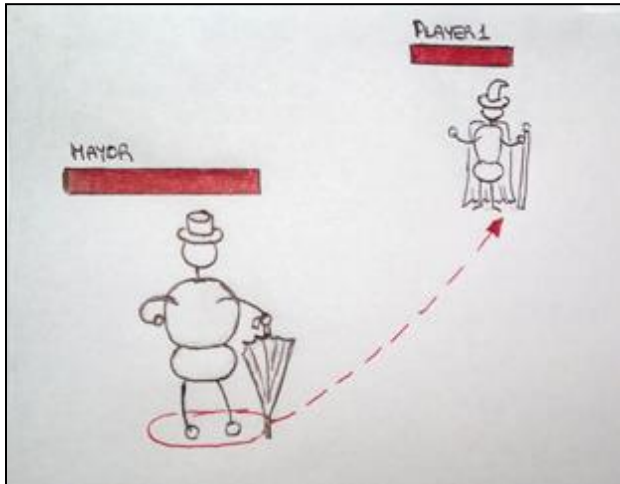


The NPC inflicting the attack on the player, as soon as this is close enough.

2.5 Mayor

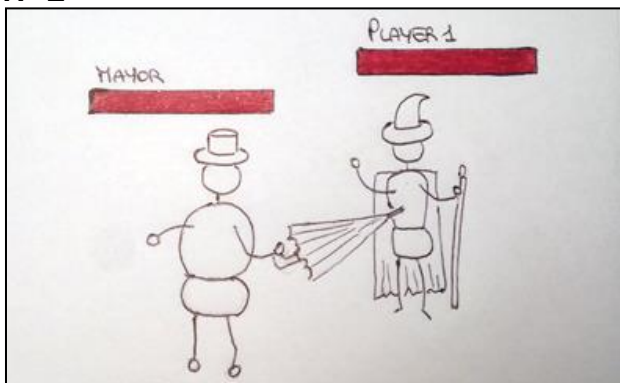
2.5.1 Weak attack

N° 1



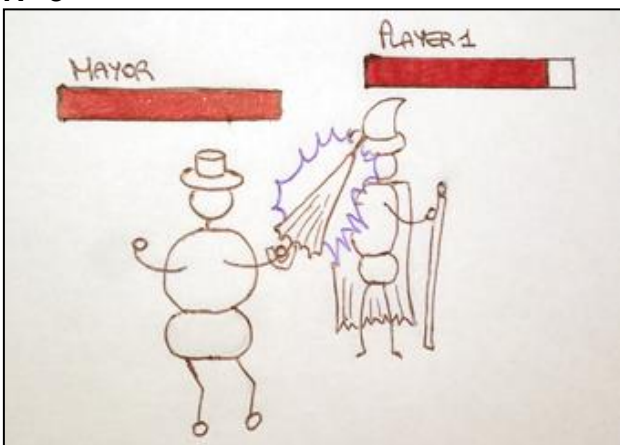
The NPC (mayor), just identified a player nearby, starts moving in order to attack.

N° 2



The NPC (mayor) is close enough to inflict the attack.

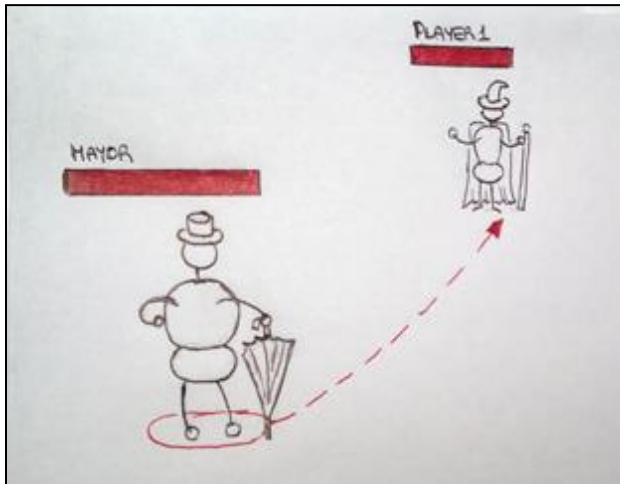
N° 3



The NPC (mayor) executes the weak attack on the player.

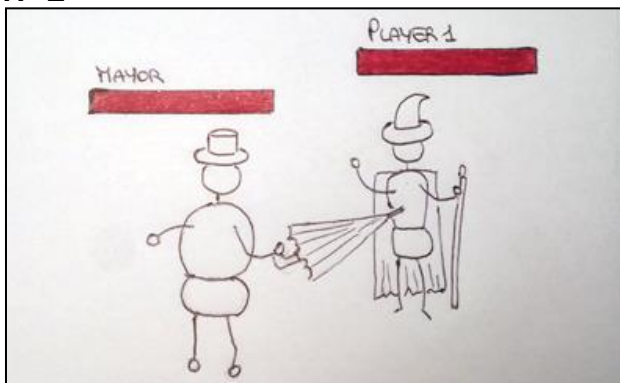
2.5.2 Medium attack

N° 1



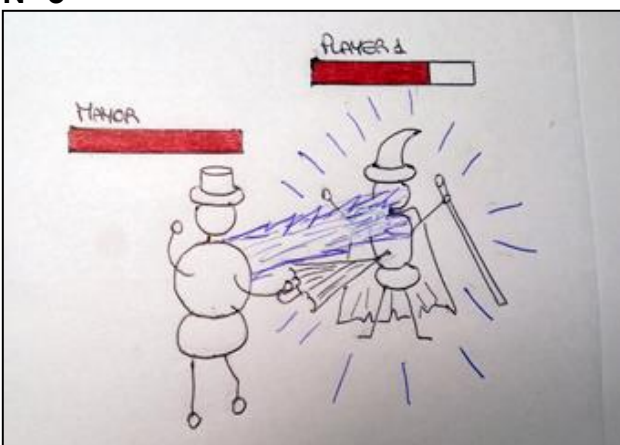
The NPC (mayor), just identified a player nearby, starts moving in order to attack.

N° 2



The NPC (mayor) is close enough to inflict the attack.

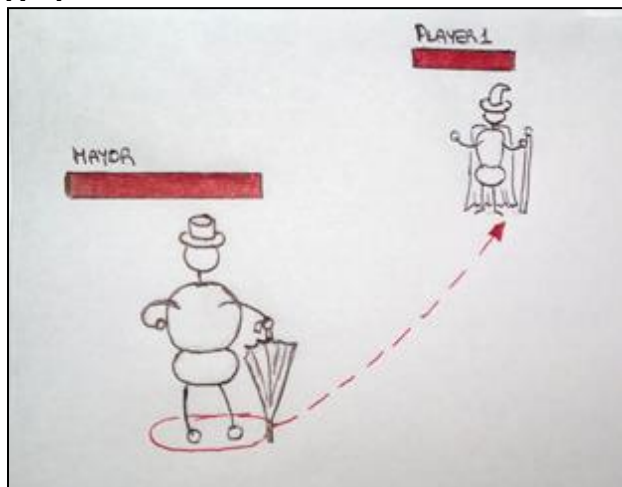
N° 3



The NPC (mayor) executes the medium attack on the player.

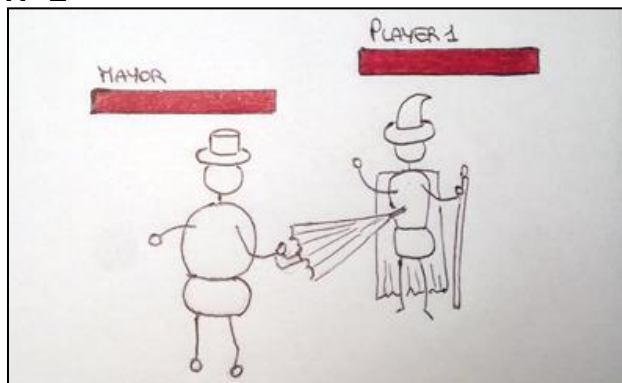
2.5.3 Strong attack

N° 1



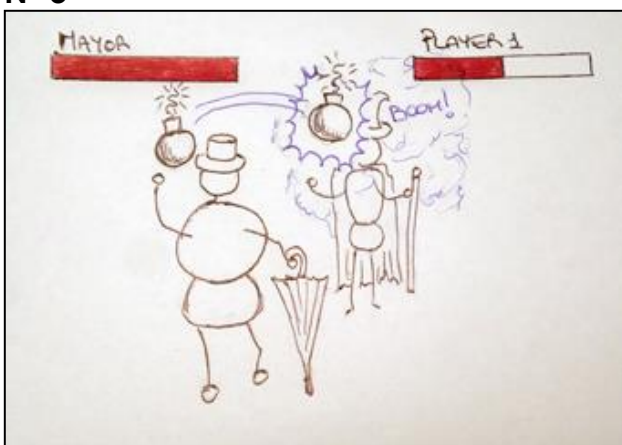
The NPC (mayor), just identified a player nearby, starts moving in order to attack.

N° 2



The NPC (mayor) is close enough to inflict the attack.

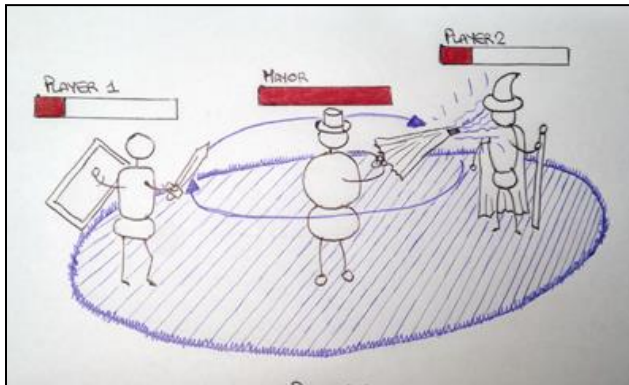
N° 3



The NPC (mayor) executes the strong attack on the player.

2.5.4 Special attack

N° 1

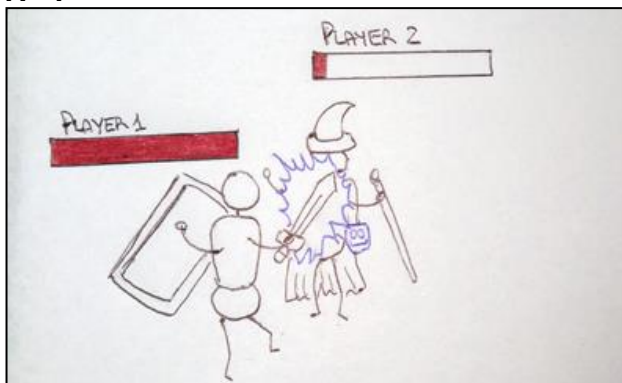


The NPC(mayor) executes special attack, which affects a number of surrounding enemies.

3. Recovery fragments of the mask

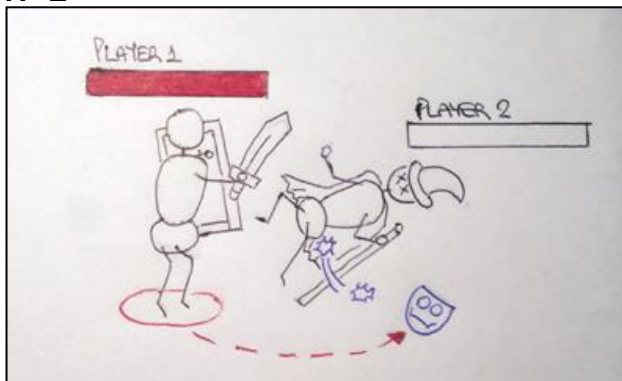
3.1 Recovery fragments of the mask - possessed by an enemy player

N° 1



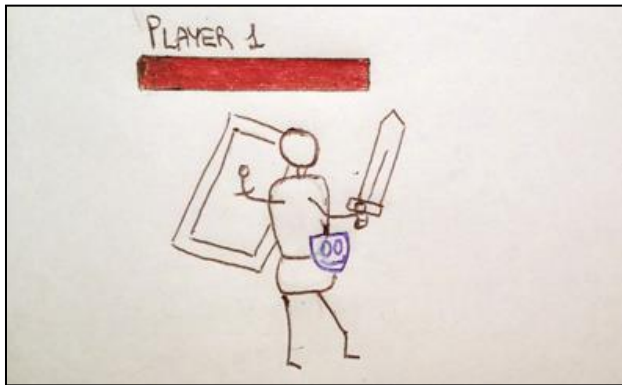
The player 1, found the player with the mask fragment, begins to approach in order to attack.

N° 2



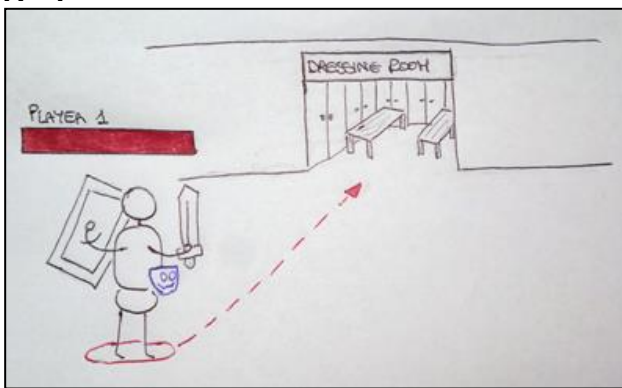
The player 1 gets close enough to be able to start fighting.

N° 3



The player 1 gets close enough, and retrieves the mask fragment, then carries it with him.

N° 4



The player 1, found the dressing room on your team, he begins to approach to bring him to safety.

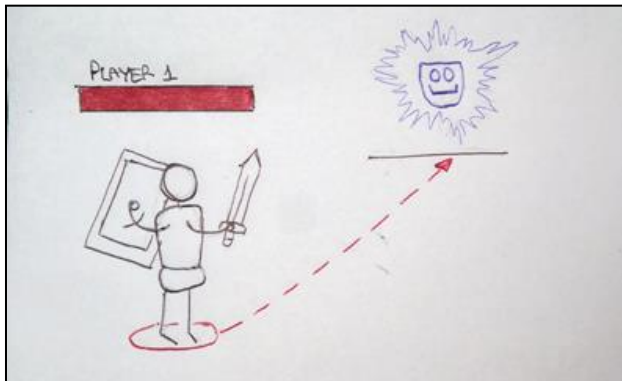
N° 5



The player 1 gets close enough and leaves the mask fragment at their team dressing room.

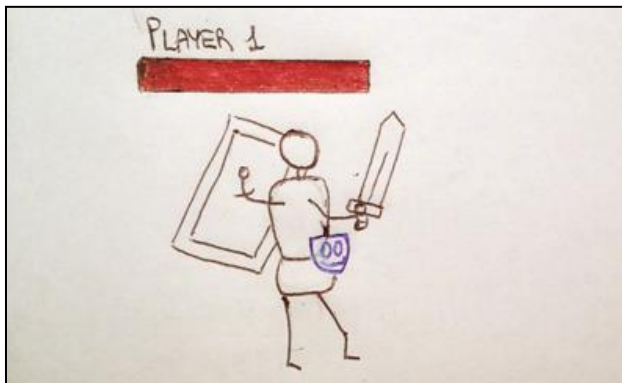
3.2 Recovery fragments of the mask - possessed by enemy dressing room

N° 1



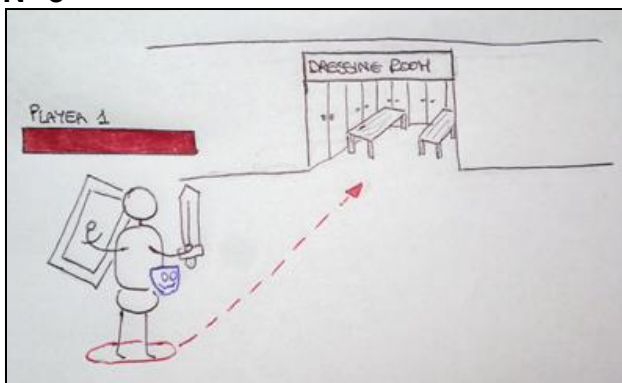
The player 1, found the mask fragment, begins to approach in order to recover.

N° 2



The player 1 gets close enough, and retrieves the mask fragment, then carries it with him.

N° 3



The player 1, found the dressing room on your team, he begins to approach to bring him to safety.

N° 4

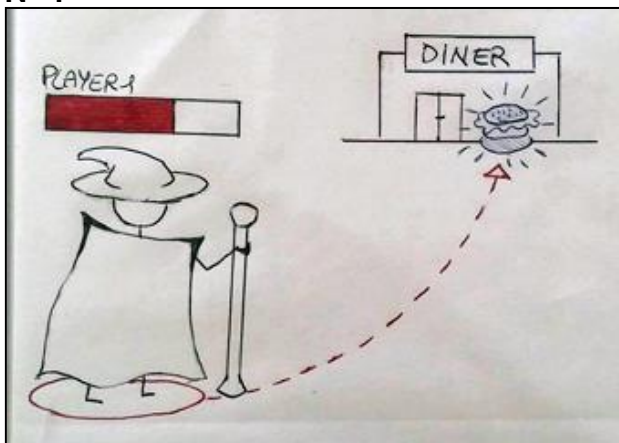


The player 1 gets close enough and leaves the mask fragment at their team dressing room.

4. Energy recovery

4.1 Energy recovery - Restaurant point

N° 1



The player identified the restaurant point begins to approach in order to recover part of its energy.

N° 2



The player comes close enough to recover energy (hamburger or drink).

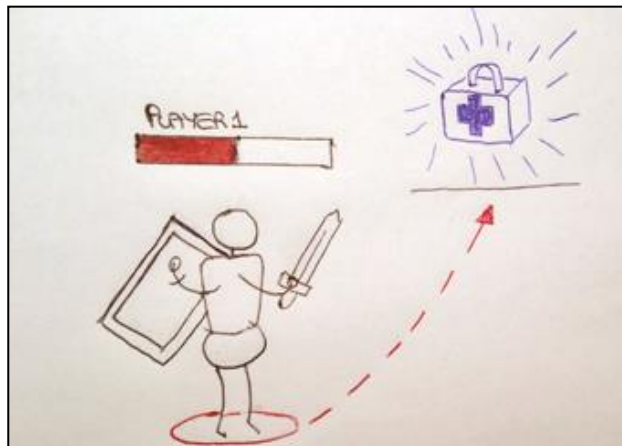
N° 3



The player recovers energy.

4.1 Energy recovery - point bleachers

N° 1



The player identified the medical kit, place near the bleachers, begins to approach in order to recover part of its energy.

N° 2



The player recovers energy.