
STORYBOARD – LOST MAP STUDIOS



STORY

Dr. Tempus Rift was on the verge of his greatest discovery — a ship that could bend time itself. But during the first test, the **Chrono Engine overloaded**, tearing open a violent rift. His ship shattered into pieces, each one flung into a different era.



Tempus Rift's experiment has gone wrong...
Ship scattered across time!

STORYBOARD



SCENE 1:



- Dialogue:
Dr Tempus Rift: "I got to go after mt Spaceship!!!"

Action:

Load player into main lobby

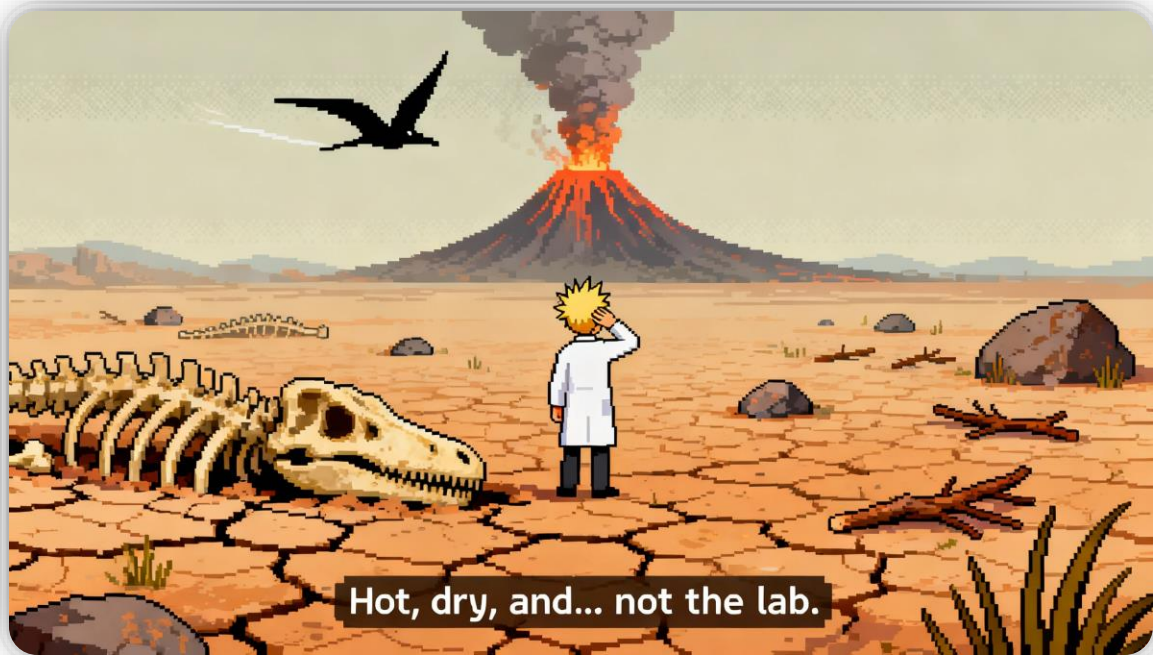
Time Rift on the right to start the game (by walking into it)

Notes:

Laboratory: Panels, computers, 4 walls, Time Rift to the right

Music playing

SCENE 2:



- Dialogue:
Dr Tempus Rift: "Okay, where is my spaceship?"
- Action:
Load Player into the first scene (Desert Wasteland)
Load monsters
- Notes:
Big volcano in the background
Desert style: rocks, bones, trigs
Audio/music playing
-

SCENE 3:

- Dialogue:
None

Action:

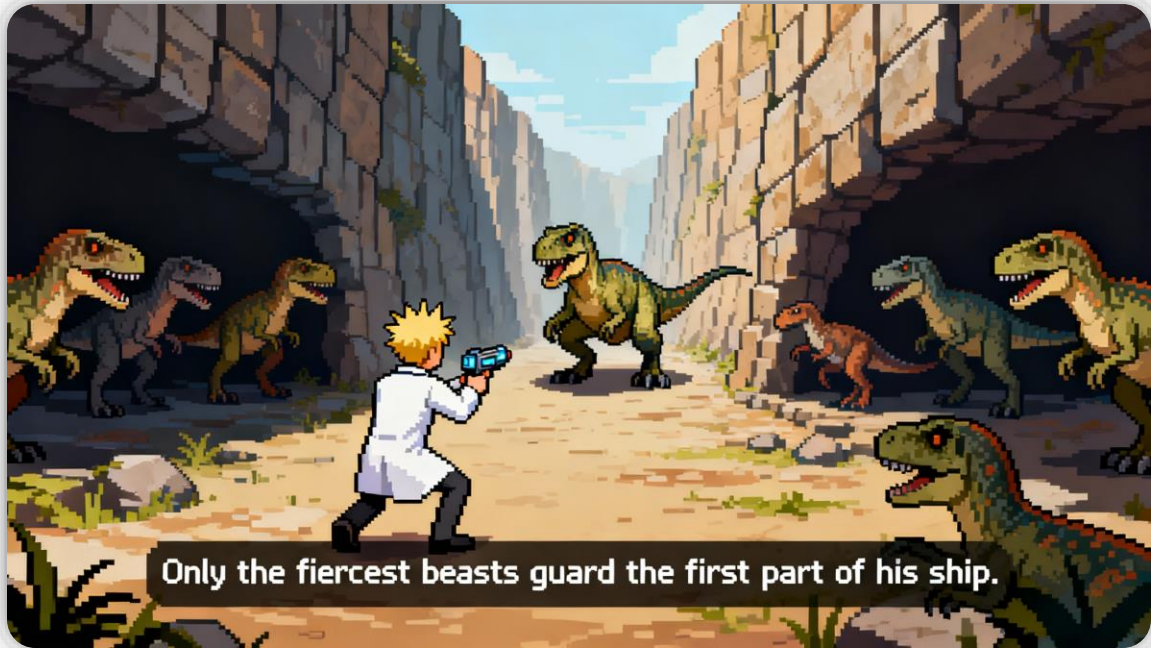
Player Navigates through the environment
Enemy interactions

Weapon usage

Notes:

Desert style: rocks, bones, trigs

Audio/Music playing



SCENE 4



- Dialogue:
Dr Tempus Rift: "Why are you right where I need to be..."

T-REX: "Big load Roar"

Action:

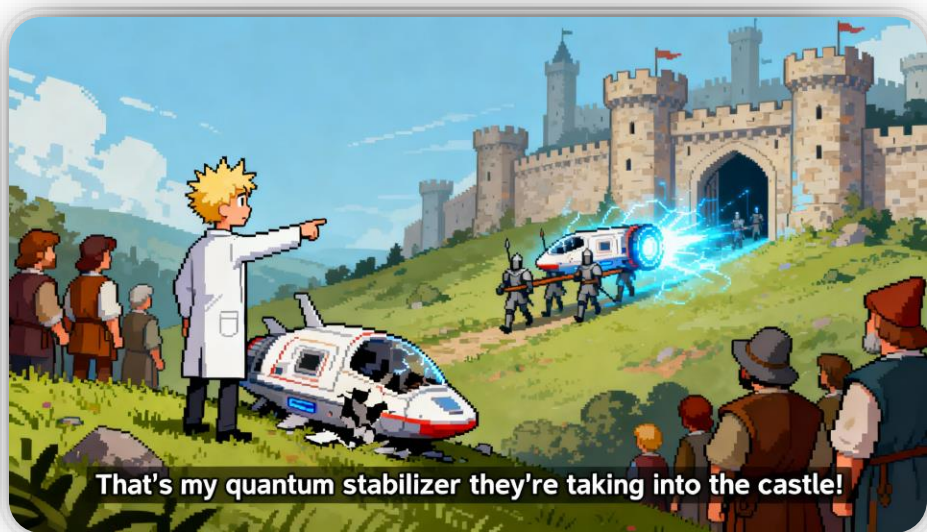
Boss Fight

Interactables

Notes:

Desert style: rocks, bones, trigs/trees

Boss music playing



SCENE 5 & 6

- Dialogue:
None

Action:

Loading next stages after boss fights

Player continues the different era's

Notes:

Different backgrounds for respective eras

Similar elements from previous scenes

Audio/Music playing though out the
Stages/Eras



SCENE 7 & 8

- Dialogue:
None

Action:

Player gets all pieces for the spaceship
therefore winning the game.

Option to restart

Notes:

Small cutscene

Menu opening up

No sounds/music