Storyboard Introduction

What A Storyboard Needs:

Images/Sketches – Rough drawings showing characters, backgrounds, or objects.

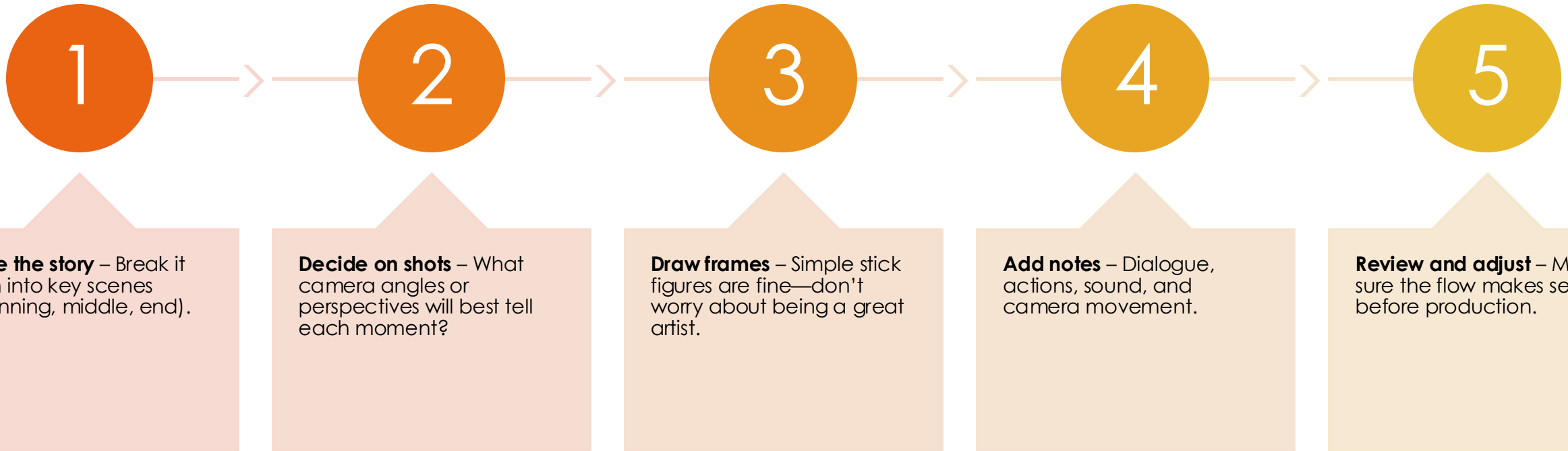**Frames/Panels** – Boxes that represent shots or scenes.

Action Description – Notes about what happens in the shot (movement, expressions, etc.).

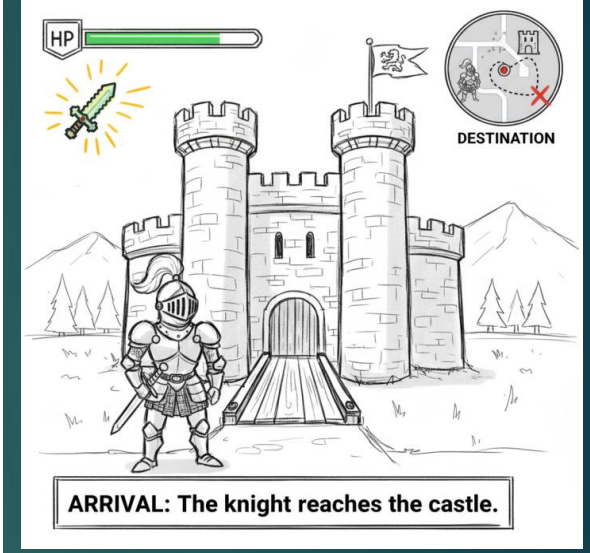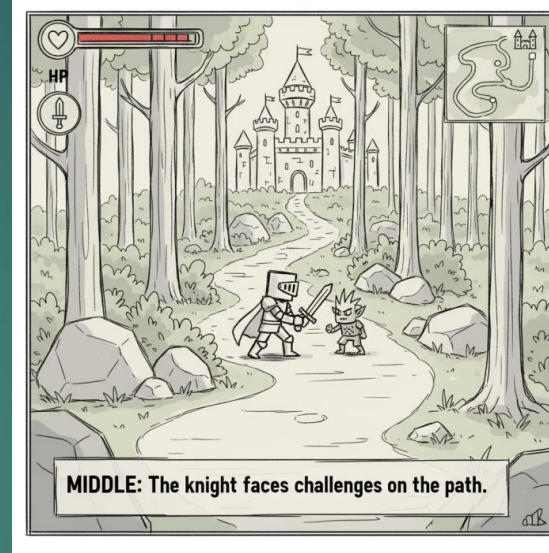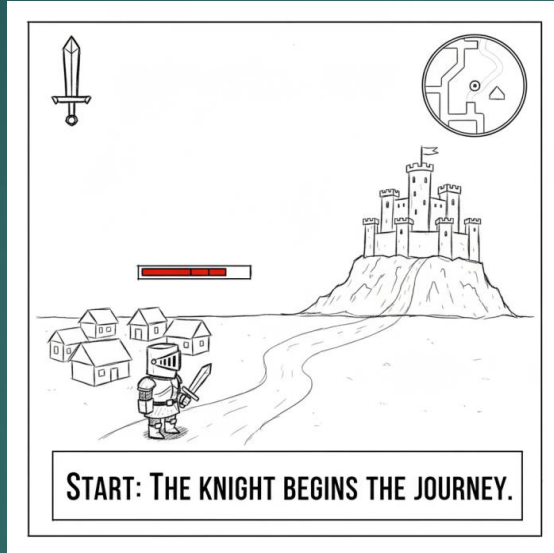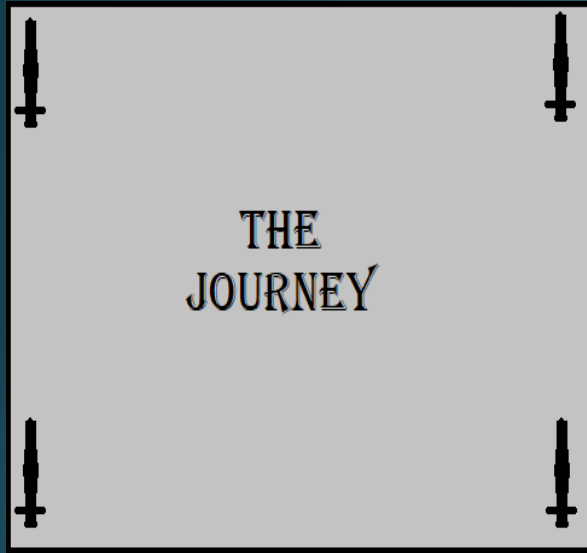**Dialogue/Audio** – Words spoken, sound effects, or music cues.

Camera Directions – Notes like *close-up, zoom, pan, fade in/out*. (These are helpful for bigger projects)

Timing – Optional, but helps estimate length of each shot.

How to Make a Storyboard:

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Define the story – Break it down into key scenes (beginning, middle, end).

Decide on shots – What camera angles or perspectives will best tell each moment?

Draw frames – Simple stick figures are fine—don't worry about being a great artist.

Add notes – Dialogue, actions, sound, and camera movement.

Review and adjust – Make sure the flow makes sense before production.

Example of a Storyboard

Scene 1:

START: THE KNIGHT BEGINS THE JOURNEY.
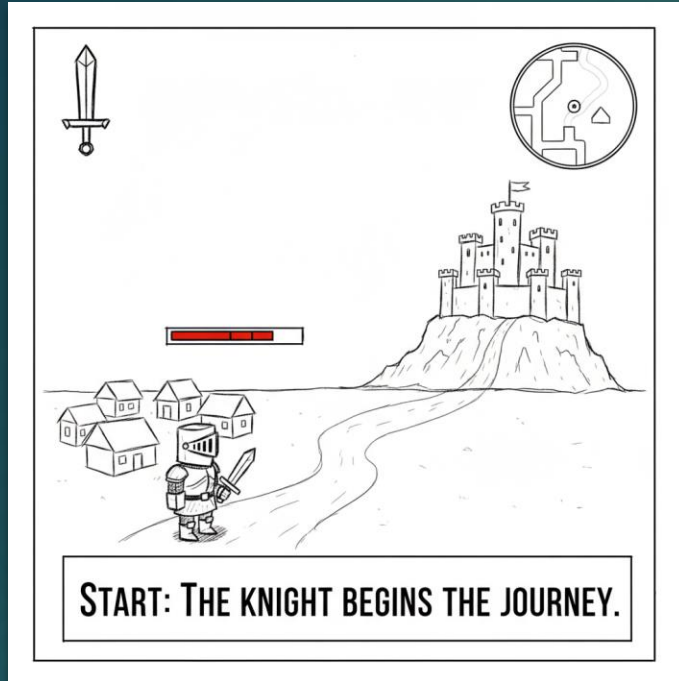
Action: Knight leaves the village, waving goodbye to villagers. Castle visible in the distance.

Dialogue:
Knight: "It's time to prove my courage!"
Villager: "Good luck, brave knight!"

Notes: Background: village with cottages, dirt path leading to distant castle.

Scene 2:

MIDDLE: The knight faces challenges on the path.

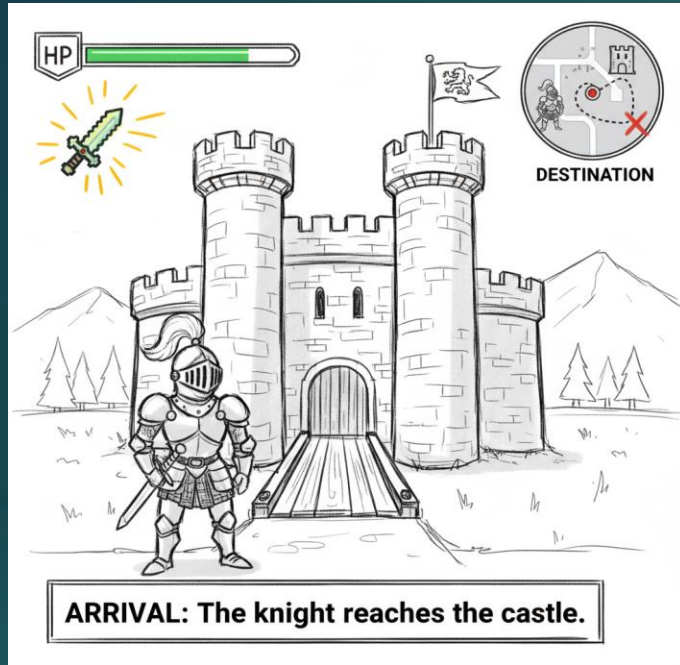**Action:** Knight walks through a forest, and gets ambushed by enemies.

Dialogue:
Knight (thinking): "These woods are trickier than I imagined…"

Notes: Include rocks, tall trees, maybe a small enemy.

Scene 3:

Action: Knight reaches castle gates, looking up at the towers.

Dialogue:

Knight: "At last… the castle!"

Notes: Dramatic perspective showing castle height.

Scene 4:

Action: Monster/dragon appears, blocking the treasure room. Knight prepares for battle.

Dialogue:
  Knight: "I won't back down!"
  Monster: "Who dares enter my lair?"

Notes: Include tension-building elements like shadows, roaring sound effects.

Scene 5:

Action: Knight strikes the monster with sword, monster falls.

Dialogue:

Knight: "Victory is mine!"

Notes: Dramatic poses, sigh of relief

Scene 6:

Action: Knight opens treasure chest, shining treasure inside. Knight smiles.

Dialogue:

Knight: "All my efforts have paid off!"

Notes: Background: castle interior, treasure sparkling.

Marking Key for Storyboard:

Story & Writing	What game are you developing? Sentence structure and paragraphs are deficient. Grammar, punctuation, and spelling are deficient. Story does not have fluency and makes no sense. Game has no main player. Game has no goal.	I can picture this as being similar to an exist game, but I am not sure. Story contains Incomplete sentences and lacks paragraph form. Writing contains several mistakes in grammar, punctuation, and spelling. Story lacks fluency and is confusing in places. The main is character's description is weak. Game's goal is unclear.	Writing gives a good overview of the story beats of the game. Story has complete sentences and paragraphs with a few mistakes. Writing contains a few mistakes in grammar, punctuation, and spelling. Story mostly flows well and makes sense. Story includes a main character with a description of who he/she is. Game includes a goal.	Writing clearly conveys the story beats and intent of the game. Story is written in complete sentences and paragraph form. Writing contains correct grammar, punctuation, and spelling. Story flows well and makes sense. Story includes a main character (which could be who the player imagines himself to be while playing) with a strong description of who he/she is. Game includes a clear goal for the mission.

	1	4	7	10
Frames	Overall storyboard is deficient. Frames, pictures, and written pieces are missing or deficient. Frames do not flow together and are messy.	Storyboard is missing frames. Frames are missing pictures and written pieces. Frames are not explained with written piece. Frames do not flow well and are messy.	Storyboard has six or more frames. Frames include pictures and a written piece explaining the frame. Frames mostly flow well and are mostly neat.	Storyboard has seven or more complete frames. Each frame includes a picture(s) and written piece explaining the frame. The frames flow well and are neat.

Use Case Diagram Introduction

How to Make a Use Case Diagram:

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Identify Actors – Who is going to be using this product?

Identify Use Cases – Find the main functionalities of your system, each use case represents a functionality.
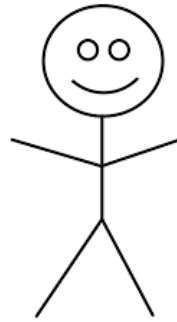
Connect Actors to Relevant Use Cases – Identify connections between actors and use cases and draw a line to connect them.

Connect Use Cases to Other Use Cases – Identify connections between use cases and connect them with an <<extend>> or <<include>> arrow.
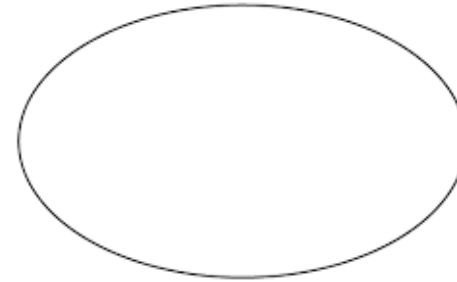
Review – Make sure the diagram makes sense and includes all functionality and actors.
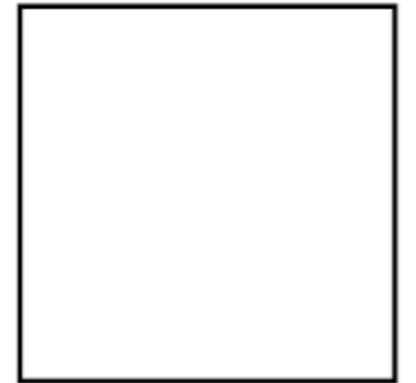
Elements in a Use Case Diagram

Actor

Use Case

System Boundary
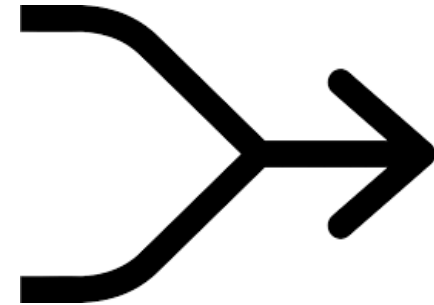
Connections in a Use Case Diagram

Association

_____

Include

- - - - - - - - <<include>> - - - - - - ->
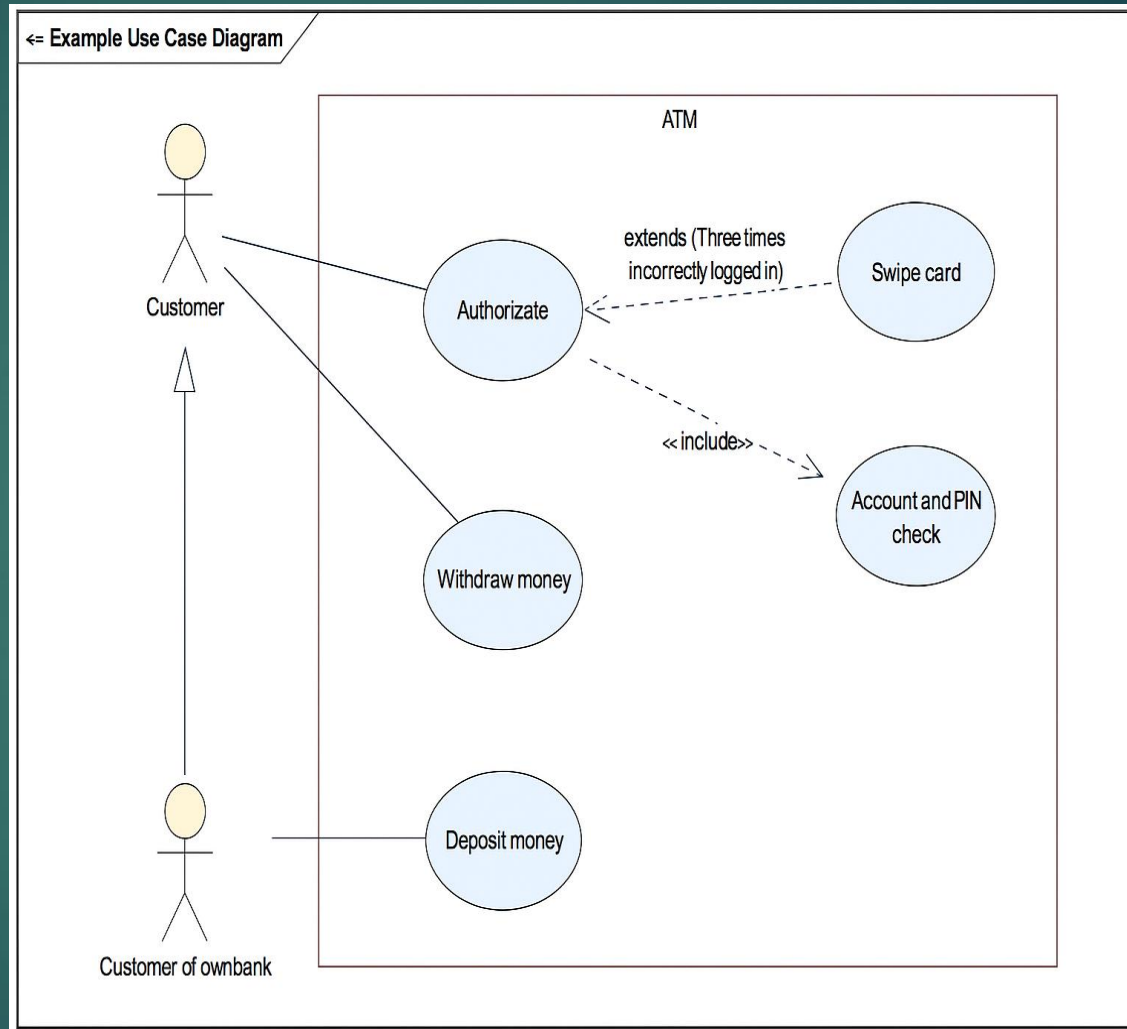
Extend

- - - - - - - - <<extend>> - - - - - - ->

Generalization

Example of a Simple Use Case Diagram

Use Case Diagram Tips/Tools

▶ Keep it as simple as possible without missing any functionality

▶ Make deliberate connections

▶ Ensure elements and connections look uniform

Tools: Lucidchart, draw.io, or anything that can draw a stick figure and circles