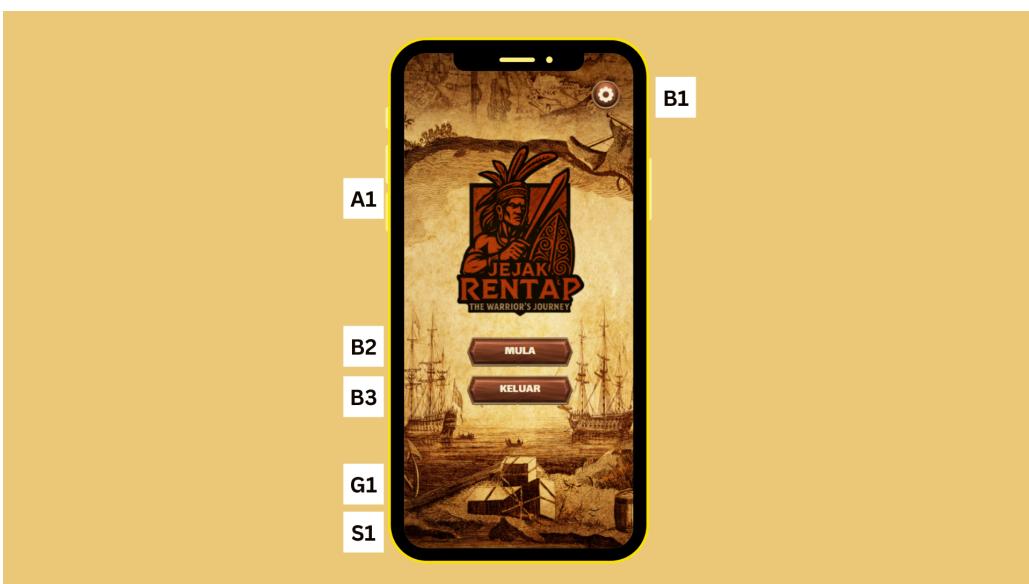


3.2 High-Fidelity Storyboard

Table 3.2 below shows a high-fidelity storyboard describing each major screen in the app. Each frame includes visual layout, media types, and user interaction details. There are a total of 19 key screens in the Rentap learning app.

Table 3.2 Storyboard

Scene 1: Home Screen	
Description	An animated Rentap logo appears with forest sounds and gong music. Players see a historical background and buttons to Start, Exit, or open Settings.
Multimedia Elements: T (Text), B (Button), G(Graphic), A (Animation), S (Sound), V (Video).	A1: Animation intro logo of Rentap G1: Historical background S1: Forest ambient sound for background sound, soft gong B1: Setting button B2: Start button B3: Exit button

Scene 2: Introduction (Who is Rentap?)



Description

A title animation and short video introduce Rentap's background and legacy, with narration and music. Players can go back or continue.

Multimedia Elements:

T (Text), B (Button), G (Graphic), A (Animation), S (Sound), V (Video).

A1: Title animation

V1: Short video about Rentap

G1: Historical background

S1: Music background

S2: Video sound

B1: Back button

B2: Next scene button

Scene 3: Chapter Menu



Description

Animated chapter buttons let users select different story parts. Includes access to settings and mini-games. Background music and visuals maintain historical mood.

Multimedia Elements:

T (Text), B (Button), G(Graphic), A (Animation), S (Sound), V (Video).

A1: Title animation

A2: Each chapter animation

G1: Historical background

S1: Music background

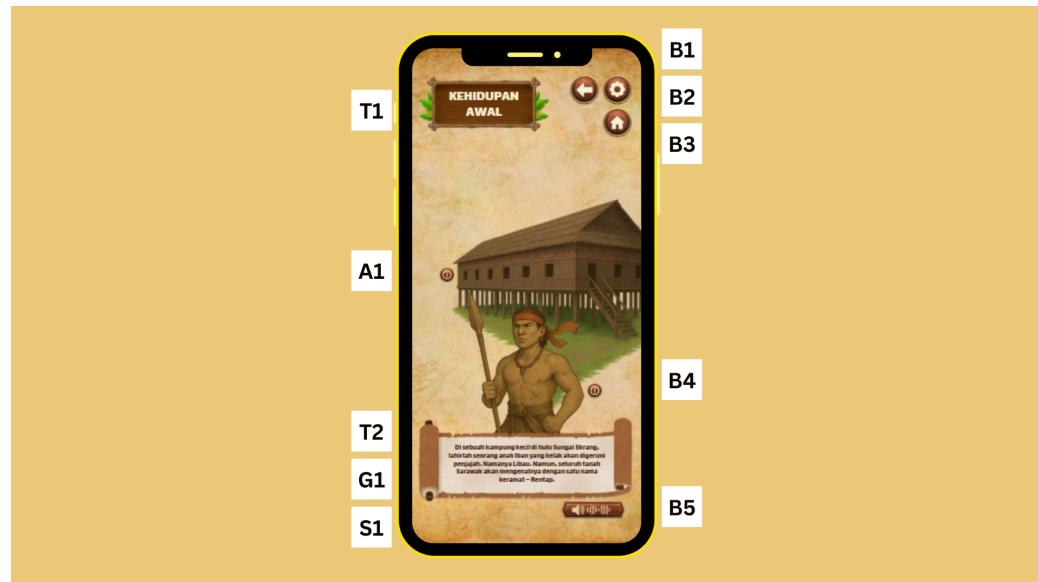
B1: Back button

B2: Setting button

B3: Mini game button

B4: Each chapter button

Scene 4: Chapter 1



Description

Chapter 1 is about Rentap, who was born around 1800 in Hulu Skrang. Libau was a brave Iban youth skilled in blowpipe, swordplay, and traditional warfare. After his first victory, he earned the name **Rentap**, meaning “Earth-Shaker.” It tells a part of Rentap’s story using text, voice narration, and animations. Buttons allow players to control audio, info, and navigation.

Multimedia Elements:

T (Text), B (Button), G(Graphic), A (Animation), S (Sound), V (Video).

T1: Title Text

T2: Description text

A1: Story animation

G1: Historical background

S1: Story sound

B1: Setting button

B2: Start button

B3: Exit button

B4: Info button

B5: Sound button

Scene 5: Chapter 2



Description

Chapter 2 is about the arrival of James Brooke meet Sultan Brunei at Sarawak. He took land and power under the guise of peace. Rentap saw through the deception and vowed to resist colonial control. It tells a part of Rentap's story using text, voice narration, and animations. Buttons allow players to control audio, info, and navigation.

Multimedia Elements:

T (Text), B (Button), G(Graphic), A (Animation), S (Sound), V (Video).

T1: Title Text

T2: Description text

A1: Story animation

G1: Historical background

S1: Story sound

B1: Setting button

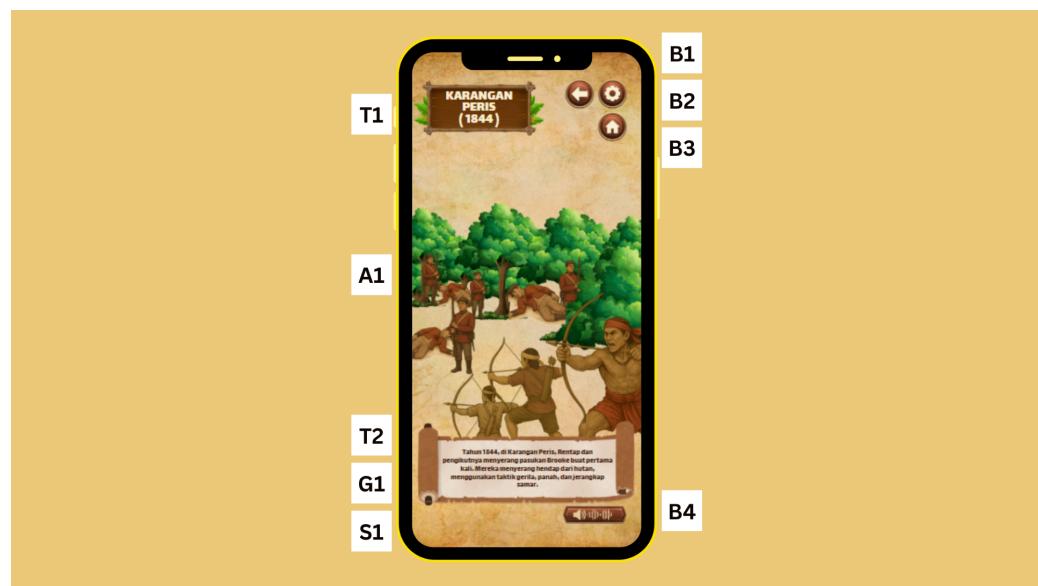
B2: Start button

B3: Exit button

B4: Info button

B5: Sound button

Scene 6: Chapter 3



Description

Chapter 3 is about Rentap's first act of resistance during the Battle of Karangan Peris (1844). Using guerrilla tactics and forest traps, he ambushed Brooke's forces and emerged victorious. It tells a part of Rentap's story using text, voice narration, and animations. Buttons allow players to control audio, info, and navigation.

Multimedia Elements:

T (Text), B (Button), G(Graphic), A (Animation), S (Sound), V (Video).

T1: Title Text

T2: Description text

A1: Story animation

G1: Historical background

S1: Story sound

B1: Setting button

B2: Start button

B3: Exit button

B4: Sound button

Scene 7: Chapter 4



Description

Chapter 4 is about the Beting Maru War (1849) where Brooke launched a brutal counterattack. Over 500 Iban people were killed, and their homes destroyed. Rentap survived, but the loss deepened his resolve. It tells a part of Rentap's story using text, voice narration, and animations. Buttons allow players to control audio, info, and navigation.

Multimedia Elements:

T (Text), B (Button), G(Graphic), A (Animation), S (Sound), V (Video).

T1: Title Text

T2: Description text

A1: Story animation

G1: Historical background

S1: Story sound

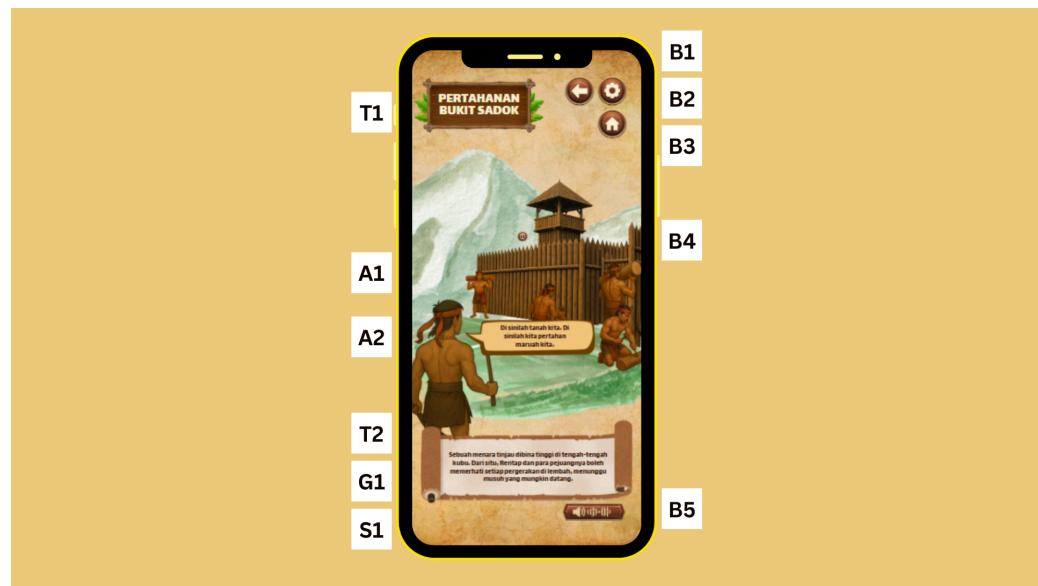
B1: Setting button

B2: Start button

B3: Exit button

B4: Sound button

Scene 8: Chapter 5



Description

Chapter 5 is about Rentap building a powerful fortress on Bukit Sadok, over 3,000 feet high. Made of belian wood, it became the heart of Iban resistance and a symbol of unity. It tells a part of Rentap's story using text, voice narration, and animations. Buttons allow players to control audio, info, and navigation.

Multimedia Elements:

T (Text), B (Button), G(Graphic), A (Animation), S (Sound), V (Video).

T1: Title Text

T2: Description text

A1: Story animation

A2: Text animation

G1: Historical background

S1: Story sound

B1: Setting button

B2: Start button

B3: Exit button

B4: Info button

B5: Sound button

Scene 9: Chapter 6



Description

Chapter 6 is about the first attack on Bukit Sadok in 1857. Charles Brooke sent troops with small cannons to destroy Rentap's fortress. The cannons failed to break the walls. Rentap used guerrilla attacks from the forest, forcing Brooke's army to retreat. It tells a part of Rentap's story using text, voice narration, and animations. Buttons allow players to control audio, info, and navigation.

Multimedia Elements:

T (Text), B (Button), G(Graphic), A (Animation), S (Sound), V (Video).

T1: Title Text

T2: Description text

A1: Story animation

G1: Historical background

S1: Story sound

B1: Setting button

B2: Start button

B3: Exit button

B4: Info button

B5: Sound button

Scene 10: Chapter 7



Description

Chapter 7 is about the second attack in 1858. Charles Brooke returned with more troops, including forced Dayak and Malay fighters, and more cannons. Despite the stronger force, Rentap's defense held firm, and the attack failed again. It tells a part of Rentap's story using text, voice narration, and animations. Buttons allow players to control audio, info, and navigation.

Multimedia Elements:

T (Text), B (Button), G(Graphic), A (Animation), S (Sound), V (Video).

T1: Title Text

T2: Description text

A1: Story animation

G1: Historical background

S1: Story sound

B1: Setting button

B2: Start button

B3: Exit button

B4: Sound button

Scene 11: Chapter 8



Description

Chapter 8 is about the final attack in 1861. Brooke used a 12-pound cannon called “Bujang Sadok” to destroy the fortress. The walls were breached, but Rentap and his men escaped safely. The fortress fell, but not their spirit. It tells a part of Rentap’s story using text, voice narration, and animations. Buttons allow players to control audio, info, and navigation.

Multimedia Elements:

T (Text), B (Button), G(Graphic), A (Animation), S (Sound), V (Video).

T1: Title Text

T2: Description text

A1: Story animation

G1: Historical background

S1: Story sound

B1: Setting button

B2: Start button

B3: Exit button

B4: Info button

B5: Sound button

Scene 12: Chapter 9



Description

Chapter 9 is about Rentap's retreat into the deep forests of Lanjak Entimau and Ulu Wak. Though he no longer fought in battle, he never surrendered his spirit or beliefs. It tells a part of Rentap's story using text, voice narration, and animations. Buttons allow players to control audio, info, and navigation.

Multimedia Elements:

T (Text), B (Button), G(Graphic), A (Animation), S (Sound), V (Video).

T1: Title Text

T2: Description text

A1: Story animation

A2: Text animation

G1: Historical background

S1: Story sound

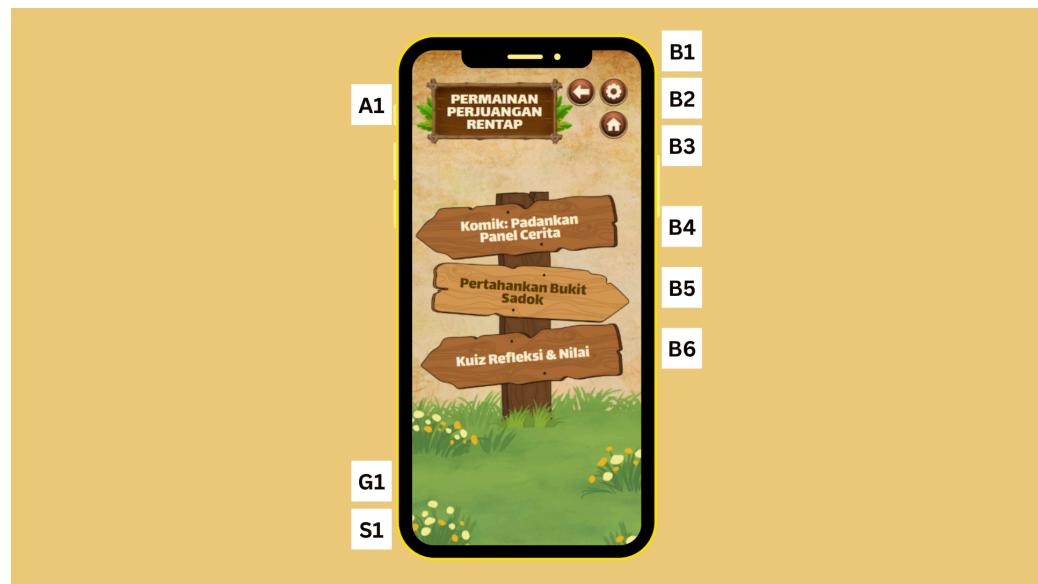
B1: Setting button

B2: Start button

B3: Exit button

B4: Sound button

Scene 13: Game Menu



Description

Three game modes are displayed with animated titles and themed background. Players choose a game or return to settings/home.

Multimedia Elements:

T (Text), B (Button), G(Graphic), A (Animation), S (Sound), V (Video).

A1: Title animation

G1: Historical background

S1: Music background

B1: Setting button

B2: Start button

B3: Exit button

B4: First game button

B5: Second game button

B6: Third game button

Scene 14: Game Instruction



Description

Instructions for gameplay are shown with character animations and background music. Players are guided clearly before starting.

Multimedia Elements:

T (Text), B (Button), G(Graphic), A (Animation), S (Sound), V (Video).

A1: Title animation

A2: Character animation

G1: Historical background

S1: Music background

B1: Setting button

B2: Start button

B3: Exit button

T1: Instruction text

Scene 15: Comic Drag and Drop Game



Description

Players arrange comic scenes in correct order to retell Rentap's story. Includes storytelling text, animations, and historical background.

Multimedia Elements:

T (Text), B (Button), G(Graphic), A (Animation), S (Sound), V (Video).

A1: Title animation

A2: Story animation

G1: Historical background

S1: Music background

B1: Setting button

B2: Info button

T1: Storytelling text

Scene 16: Defend Bukit Sadok



Description

A defense-style game where players protect Bukit Sadok using Rentap's warriors. Includes lifebars, timers, enemy waves, and animation.

Multimedia Elements:

T (Text), B (Button), G (Graphic), A (Animation), S (Sound), V (Video).

A1: Lifebar animation

A2: Timer animation

A3: Enemy animation

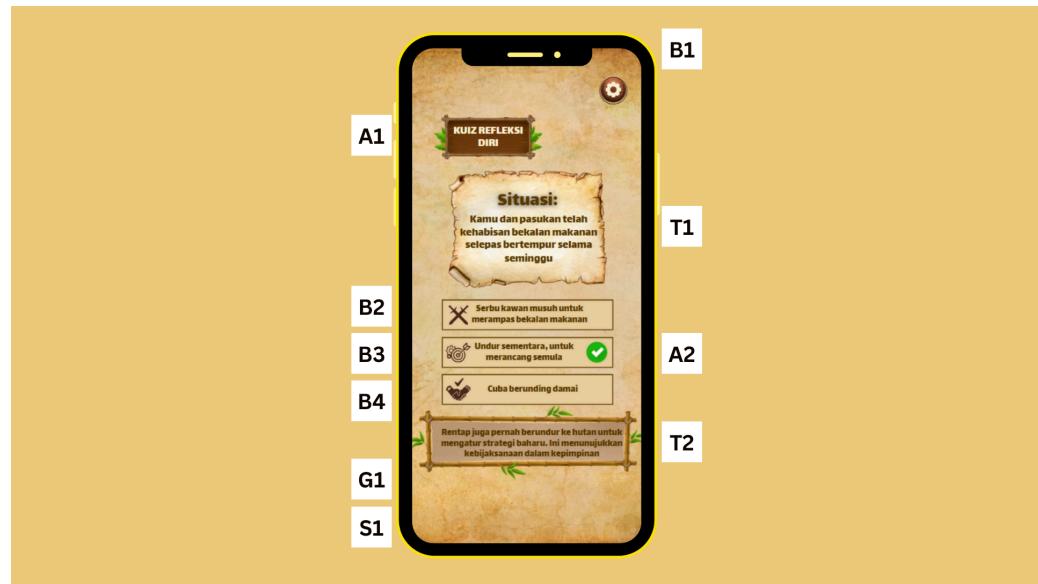
A4: Place to protect animation

A5: Rentap heroes animation

G1: Historical background

S1: Music background

Scene 17: Reflection Quiz



Description

Quiz based on Rentap's history with animated feedback for each answer.

Players receive explanations to reinforce understanding.

Multimedia Elements:

T (Text), B (Button), G(Graphic), A (Animation), S (Sound), V (Video).

A1: Title animation

A2: Correct answer animation

G1: Historical background

S1: Music background

B1: Setting button

B2: Answer option button

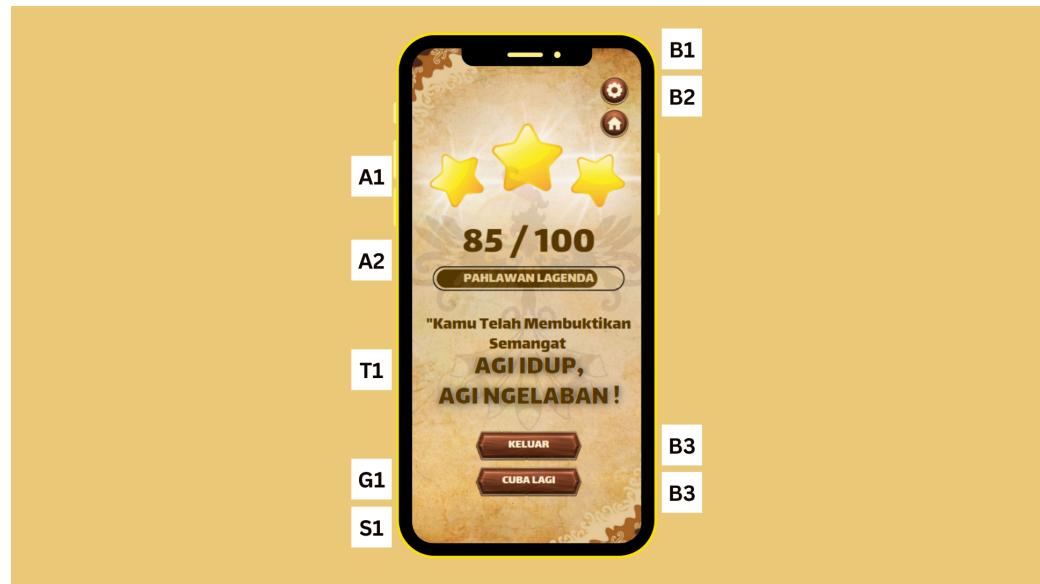
B3: Answer option button

B4: Answer option button

T1: Question text

T2: Reason for the answer based on Rentap history

Scene 18: Success feedback



Description

Stars, percentage scores, and motivational messages are shown for good performance. Players can replay, exit, or return home.

Multimedia Elements:

T (Text), B (Button), G(Graphic), A (Animation), S (Sound), V (Video).

A1: Star animation

A2: Percentage animation

G1: Historical background

S1: Music background

B1: Setting button

B2: Home button

B3: Exit button

B4: Try again button

T1: Motivation text

Scene 19: Fail feedback



Description

Failure screen shows animations and encouragement to retry. Same options as the success scene to support player progress.

Multimedia Elements:

T (Text), B (Button), G (Graphic), A (Animation), S (Sound), V (Video).

A1: Star animation

A2: Percentage animation

G1: Historical background

S1: Music background

B1: Setting button

B2: Home button

B3: Exit button

B4: Try again button

T1: Motivation text