Showreel flow plan

Parts:

Starting college section [1 minute 10 seconds]

Outside work [10 seconds]

Game Jam work [20 seconds]

Nearing the end of college [1 minute]

Preparations for leaving college [25 seconds]

Total [3 minutes 15 seconds]

**Timeline**

1. Start with a title of text introducing the showreel [10 seconds]
2. Show the SpritesPlan gif and SpritesOutcome gif side-by-side with sprite images appearing and disappearing [10 seconds]
3. Show the MyFirstLevel gif [10 seconds]
4. Show the MyFirstLevelWalkthrough gif [10 seconds]
5. Show the CombatInProgress scene with moving images to mimic how the game was [10 seconds]
6. Show the CombatInProgress game playthrough [10 seconds]
7. Show the Graded Unit 1 doc scroll [10 seconds]
8. Show all the commission attempts on screen [10 seconds]
9. Show the gameplay for roots beside the code captures [20 seconds]
10. Show the gameplay of tower climb [10 seconds]
11. Show the current code captures for Grenade battle [10 seconds]
12. Show the doc capture of Slyggdrasil GDD [20 seconds]
13. Show the current gameplay of Slyggdrasil [10 seconds]
14. Show a scroll of Twitter page [5 seconds]
15. Show a scroll of LinkedIn [10 seconds]
16. Show a scroll of Itch.io [10 seconds]