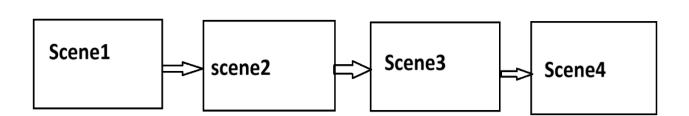
ISCG 6420 Internet & Website Development

Storyboard

Storyboard



Game Started Screen: Homepage.

Elements: Game title, instructions, a dropdown to choose game duration and a Start button.

User Action: Player reads the instructions and clicks "Start".

System Response: startSound plays and game initializes. Game Start

Screen: Game canvas with the animated character in the middle.

Elements:

Character appears in center.

3 toys drop from the top into random locations.

Timer and Score display on screen.

User Action:

Player moves using arrow keys or WASD.

Player presses spacebar near a toy to collect it.

System Response:

Character animates based on direction.

Toys animate through their stages (move \rightarrow wait \rightarrow sink \rightarrow disappear).

On successful collection, toy disappears, score increases, successSound plays.

On failure, failSound plays.

During Gameplay

Screen: Continuously updating game canvas.

Elements:

New toys appearing randomly

Existing toys shrink and fade over time.

User Action:

Player navigates to collect toys before they vanish and sound played when toy collected successfully. also plays the sad sound if failed to collect.

System Response:

Timer counts down.

Collected toys are removed, new toys spawn.

Uncollected toys vanish after some time.

Game Over

Screen: Game Over message and score displayed on screen.

Elements:

Final score displayed.
"Restart" button appears

for replay.

System Response: Game over sound plays.

Game loop stops.

User Action:

Player can click "Restart" again to play a new round.