Storyboard for Boss Battler

Games Programming 1 - Coursework

James Paton
S1111175

Music: 8-bit electronic background music.
SFX: 8-bit beep for button presses.
Transitions: Start > begin Level. Control > show controls. Credits > roll credits.

Level

Music: Fast pace 8-bit electronic music.
SFX: Shoot, hit boss, hit by boss, die, win
Transitions: Loss all health > Game Over. Defeat boss > Win.

Control character with WASD, shoot projectiles with left click.

The objective is to destroy the boss by shooting projectiles at him while avoiding his attacks.

Game Over

Music: Slow 8-bit electronic music.
SFX: 8-bit beep for button presses.
Transitions: Continue > back to Level. Quit > exit game.

Win

Music: Cheerful 8-bit electronic music.
SFX: 8-bit beep for button presses.
Transitions: Continue > retry Level 1. Quit > exit game.

Controls

Contorls

WASD – Move
Left Click – Shoot

Back

Music: 8-bit electronic background music.
SFX: 8-bit beep for button presses.
Transitions: Back > Main Menu.

Credits

Credits

James Paton – Programming & Design
Antonia Voss – Character Art

Back

Music: 8-bit electronic background music.
SFX: 8-bit beep for button presses.
Transitions: Back > Main Menu.

References

Antonia Voss – Character Art (Not yet included)

Boss Character by lionheart963 (Illustration purposes only)
https://lionheart963.itch.io/sorcerer-villain

Font - Game Over
https://www.dafont.com/game-over.font