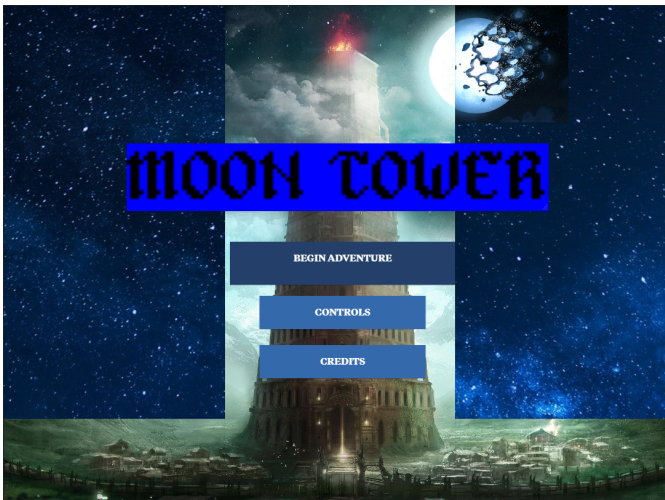


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TECH 190, Prof. Simon Su

Assignment 3: StoryBoard

1.) Main Menu

When you first open the game you will be taken to the main menu screen. In here there will be options for you to click on the play button, controls button, credits button, or the quit button. Below, on the left we have our mock up design for the look of the menu and on the right is the final original image that will be used in the game. There is no text or buttons because they will be added within the game engine.



2.) Intro Screen

After pressing the play button you will be taken to a sort of intro screen that shows you a little bit of the story so you can have a clear goal for this adventure.



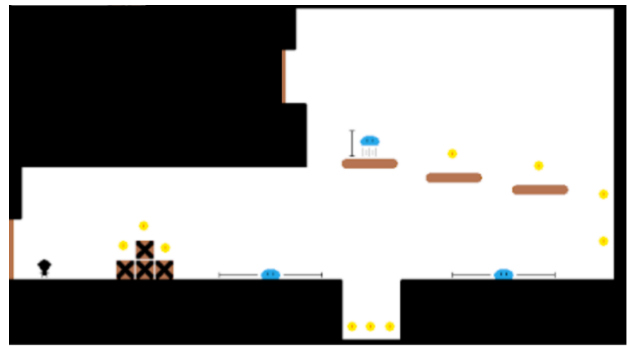
3.) The Game

After clicking away from the intro screen you will be at the beginning of the game. The player spawns right outside of the tower and must enter the door into the tower to progress into the first room. The way this game is set up, you traverse the tower by going one room at a time for each floor with each room being unique and hidden once you enter a new one. These are the rooms on the first floor.

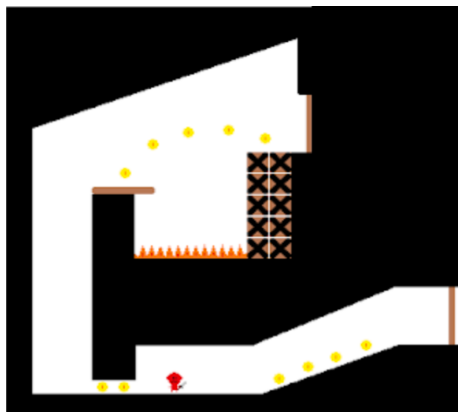
Note: The blue circle, red figures, bats, and rats are the enemies.



Spawn: Entrance



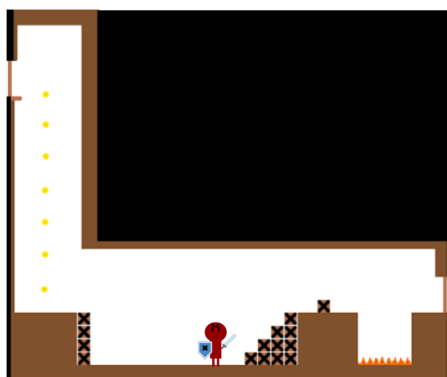
Room 1: Wall Jump



Room 2: Slide and Dash



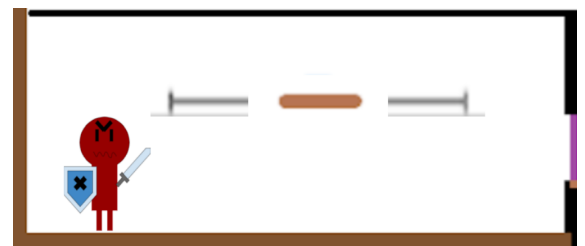
Room 3: Monster Bridge



Room 4: Mini Boss



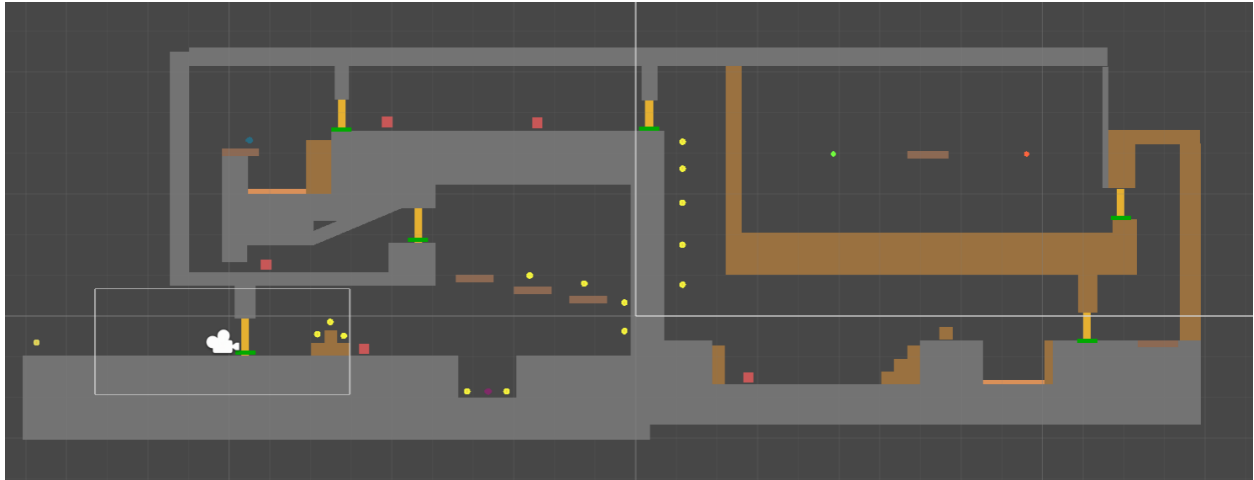
Room 5: Heal Potion



Room 6: Boss Room

4.) Prototype

We have actually already begun the prototyping process and this is our current prototype map. We use this prototype map to test our character movement, enemy AI, and game mechanics. By the end of this process we will have imported actual map sprites and enemy models.



5.) Pause Menu

When you press the pause button to pause the game everything will freeze and a pause screen will appear with a couple button options you can interact with and click on and, potentially, a mini map of the rooms you have covered. Here is a mock up of what this screen will look like.



6.) Player UI

As you play the game, there will be some small icons at the top corners of your screen that will represent your remaining health and collectible items you have picked up along the game. Here is a simple illustration of what it will look like.

