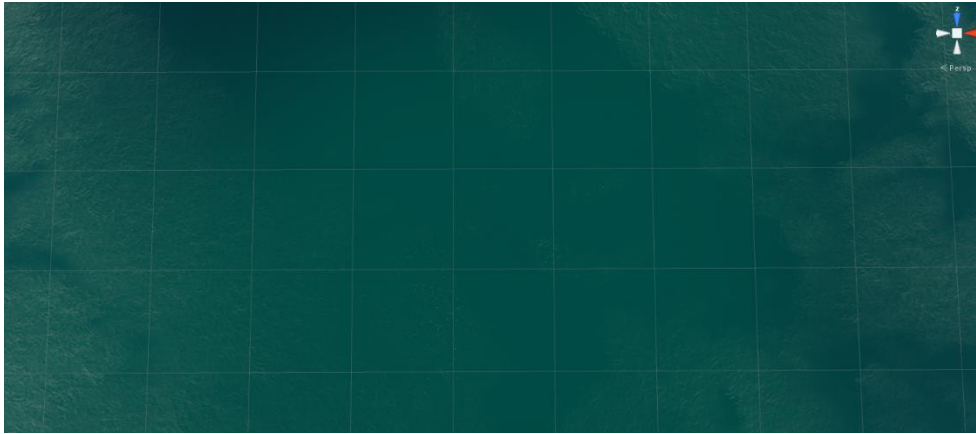
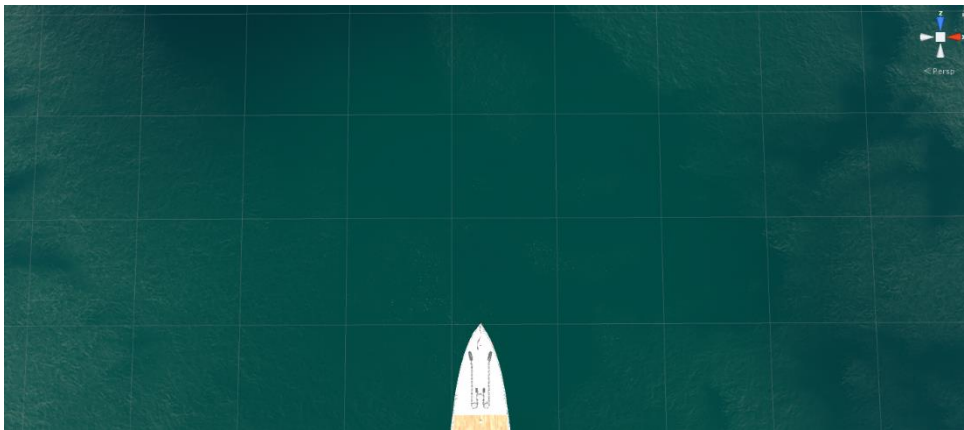


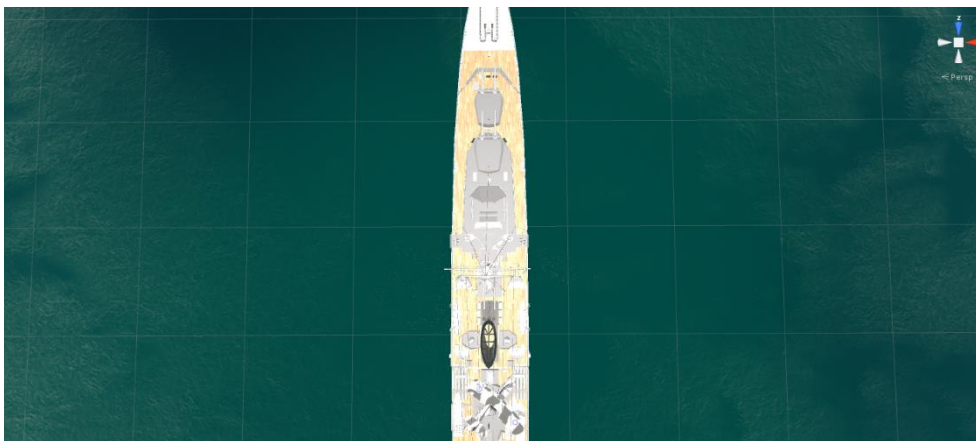
Game Engine 2 Assignment Storyboard



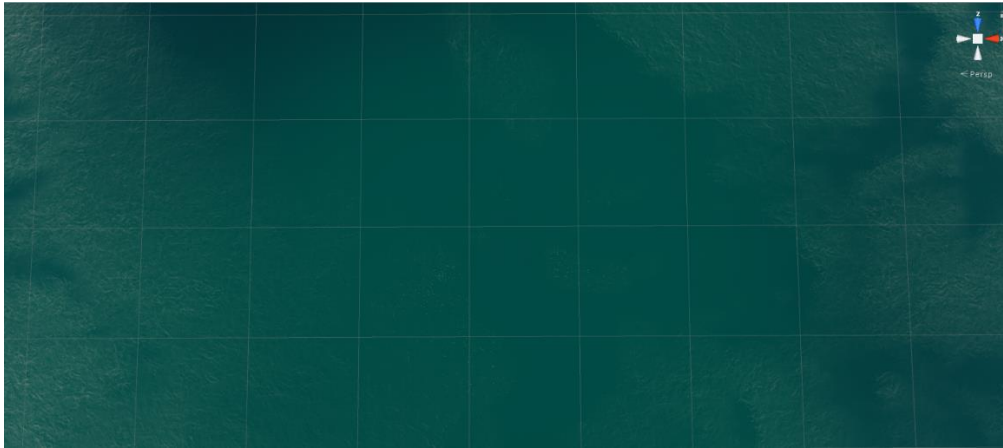
1) Top down view of the ocean



2) We see the ship move into the frame (The ship will move forward towards a target using a seeking behaviour)



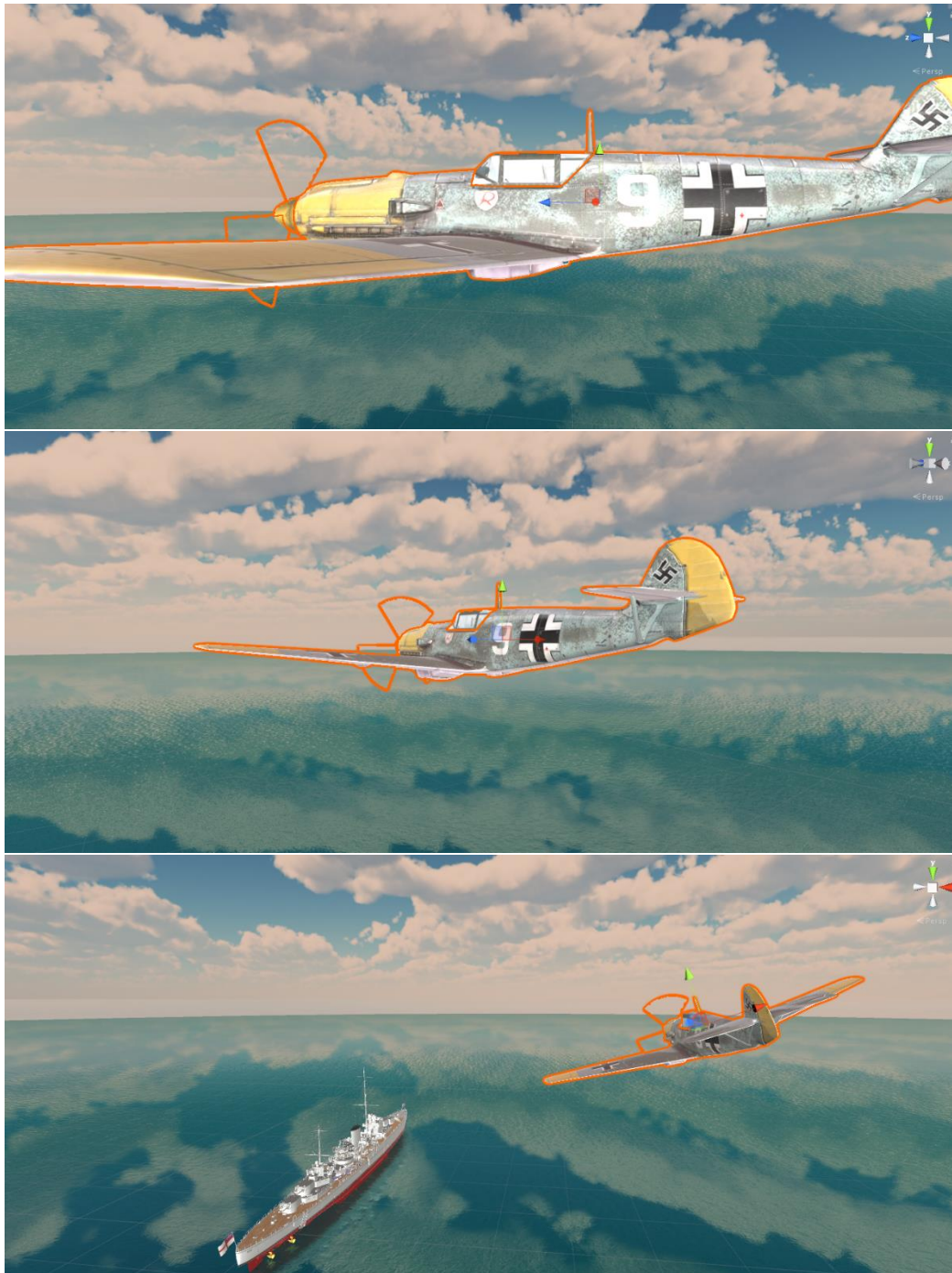
3) Ship continues to move across the camera



4) Ship moves out of frame



5) Change Angle and we see German plane (BF109) fly in.



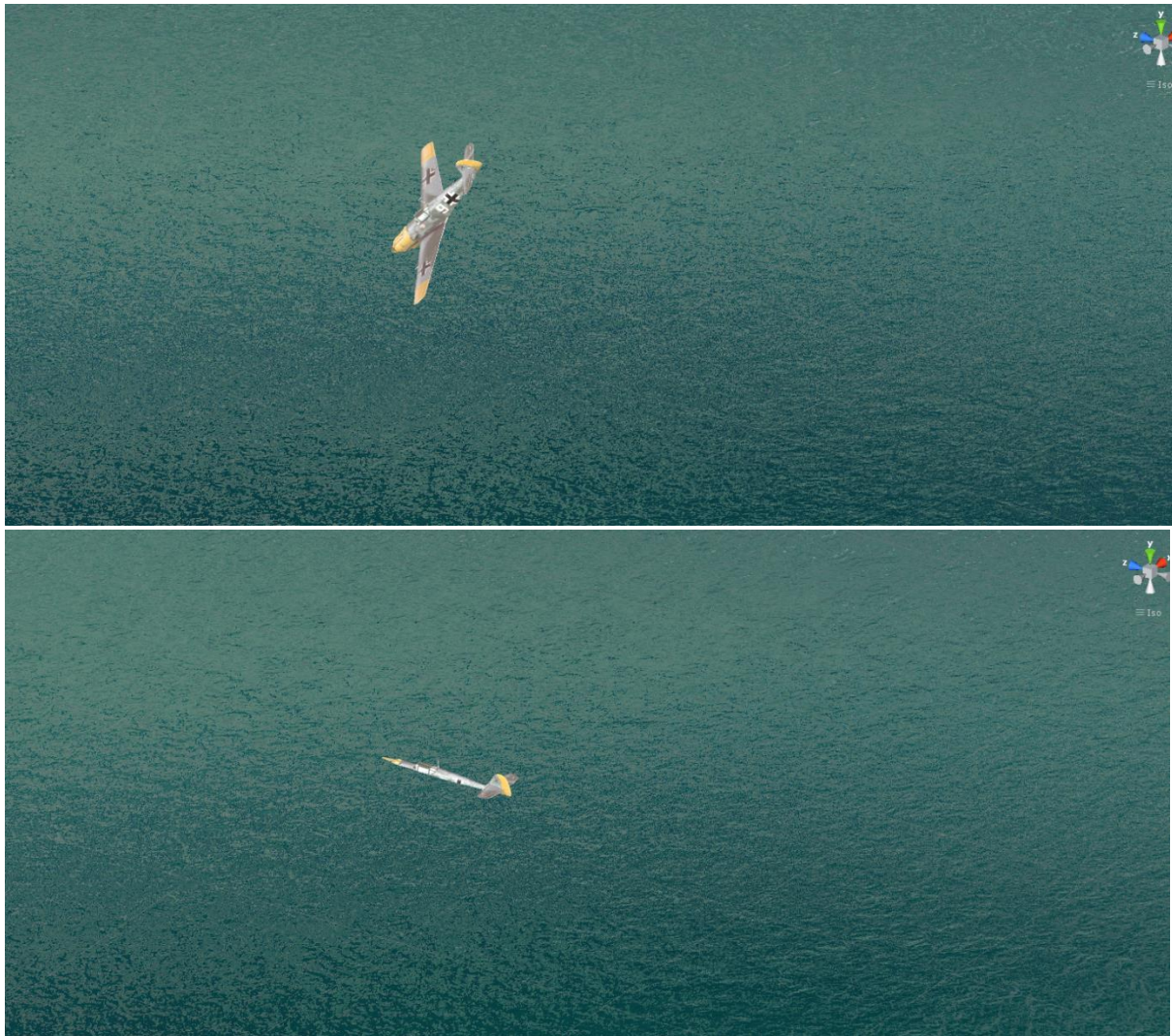
- 6) Camera looks at the plane and we see it's flying towards the ship (Seeking behaviour but plane keeps altitude/Y value)



- 7) BF109 flies over ship and drops some explosives. (Because this isn't in space the plane will have to keep flying ahead)



- 8) As the BF109 is looping around to drop more bombs, a Spitfire comes to the ship's aid and begins to give chase to the BF109.
- 9) The BF109 will now activate evade behaviour, I plan to implement different evasion manoeuvres as part of the behaviour. E.g. Loop the loop



10) Eventually the BF109 get's shot down and crashes into the ocean.

Extra notes.

I will probably implement the arrive behaviour on to the ship and have more than two planes to demonstrate the schooling behaviour. I think having more planes will also make the battle more exciting. This storyboard demonstrates just the basic flow of the script.