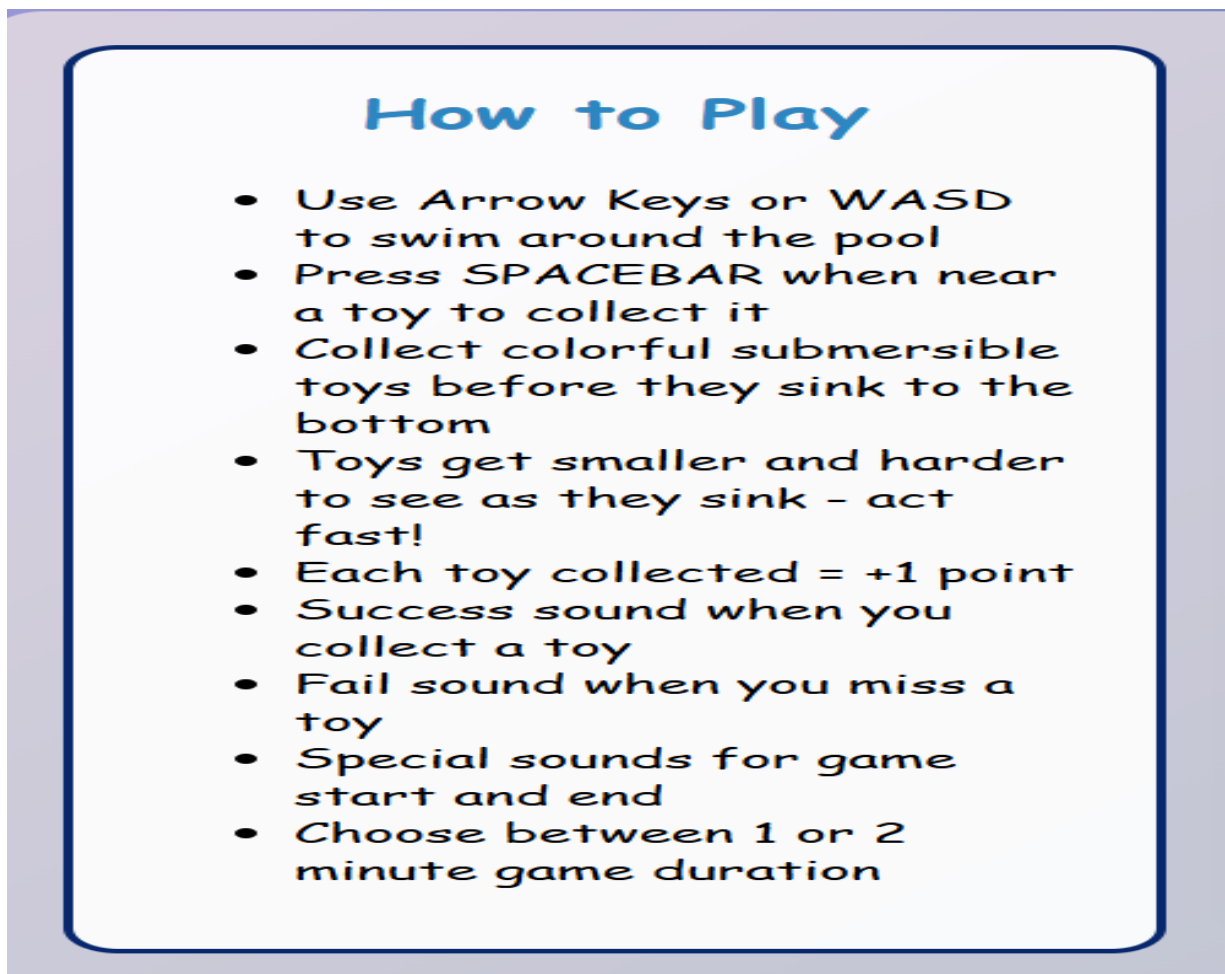
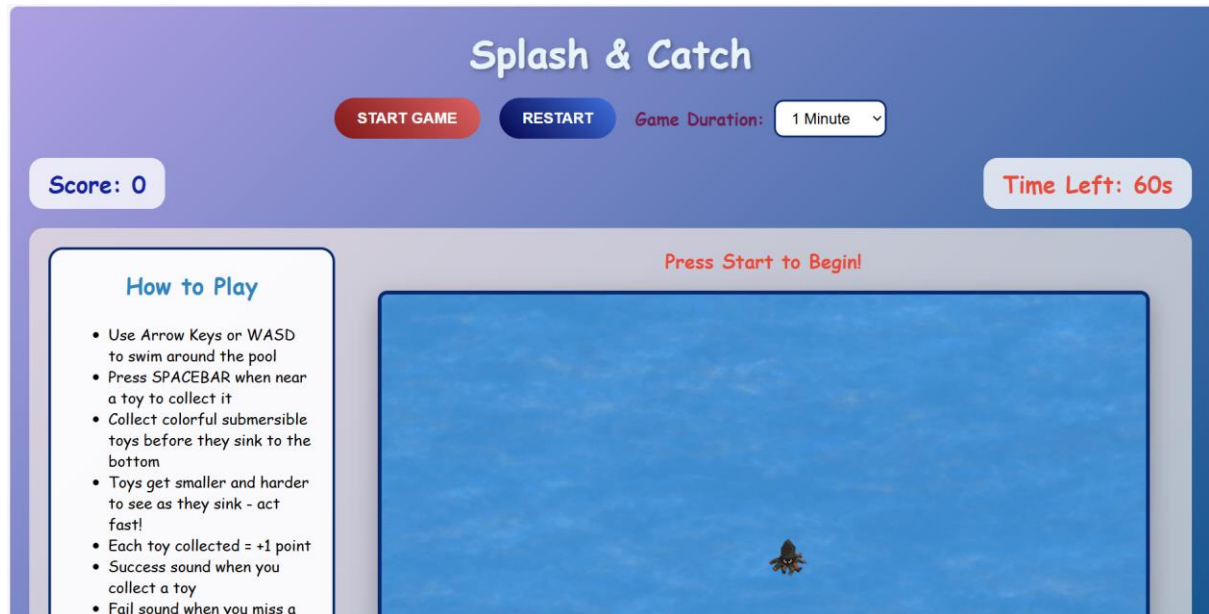


Part 2 Storyboard

Splash & Catch Game Storyboard - 6 Scenes

Scene 1: Complete Start Screen with Instructions



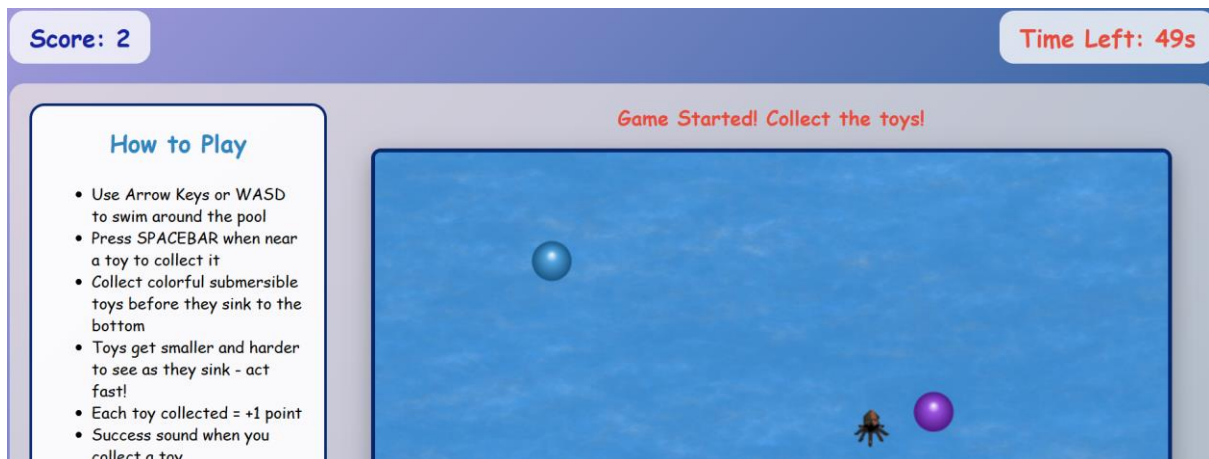
Visual Elements:

- Full page layout showing all UI components
- Purple-blue gradient background
- Game title "**Splash & Catch**" in large white font at top
- **Control buttons:** START GAME (red/orange) and RESTART (dark blue)
- **Game Duration selector:** Dropdown showing "1 Minute"
- **Score display:** Shows "Score: 0" on left
- **Time display:** Shows "Time Left: 60s" on right
- **How to Play panel** prominently displayed on left side with complete instructions:
 - Use Arrow Keys or WASD to swim around the pool
 - Press SPACEBAR when near a toy to collect it
 - Collect colorful submersible toys before they sink to the bottom
 - Toys get smaller and harder to see as they sink - act fast!
 - Each toy collected = +1 point
 - Success sound when you collect a toy
 - Fail sound when you miss a toy
 - Special sounds for game start and end
 - Choose between 1 or 2 minute game duration
- **Main game area:** Blue water background with single player character (brown swimming creature) visible
- "**Press Start to Begin!**" message in the game area

Purpose: Complete tutorial and game setup screen

Transition: Player clicks START GAME button

Scene 2: Game Active - Moving UP (Score: 2)



Visual Elements:

- "Game Started! Collect the toys!" message at top
- Player character positioned in **UPPER** area of the screen
- **Score: 2** (visible in UI)
- **Timer counting down** (e.g., 49s remaining)
- **Multiple colorful toys scattered** across the play area
- **Character moving/swimming UPWARD** toward surface toys
- **Fresh toys visible** at top (full size and bright)
- **Some toys at mid-level** showing slight size reduction

Gameplay State:

- Player successfully collected 2 toys
- Demonstrating **UPWARD** movement (W key/Up arrow)
- Active collection phase
- Timer actively counting down

Scene 3: Game Active - Moving DOWN (Score: 3)



Visual Elements:

- **Player character positioned in LOWER area** of the screen
- **Score: 3** (increased by 1)
- **Timer continuing countdown** (e.g., 36s remaining)
- **Character diving/swimming DOWNWARD** toward sinking toys
- **Mix of toy sizes** - some large (fresh), some medium (sinking), some small (deep)
- **Player pursuing deeper toys** showing strategic diving

Gameplay State:

- Player collected 1 more toy (score increased to 3)
- Demonstrating DOWNWARD movement (S key/Down arrow)
- Shows risk/reward of diving for sinking toys
- Continued active gameplay

Scene 4: Game Active - Moving RIGHT (Score: 4)



Visual Elements:

- **Game area only**
- **Player character positioned on RIGHT side** of the screen
- **Score: 4** (increased by 1)
- **Timer continuing countdown** (e.g., 28s remaining)
- **Character swimming/moving RIGHTWARD** across the play area
- **Toys distributed across screen** at various depths and sizes
- **Lateral movement** demonstrated as player navigates horizontally

Gameplay State:

- Player collected 1 more toy (score increased to 4)
- Demonstrating RIGHTWARD movement (D key/Right arrow)
- Shows horizontal navigation strategy
- Mid-game active collection phase

Scene 5: Game Active - Moving LEFT (Score: 6)



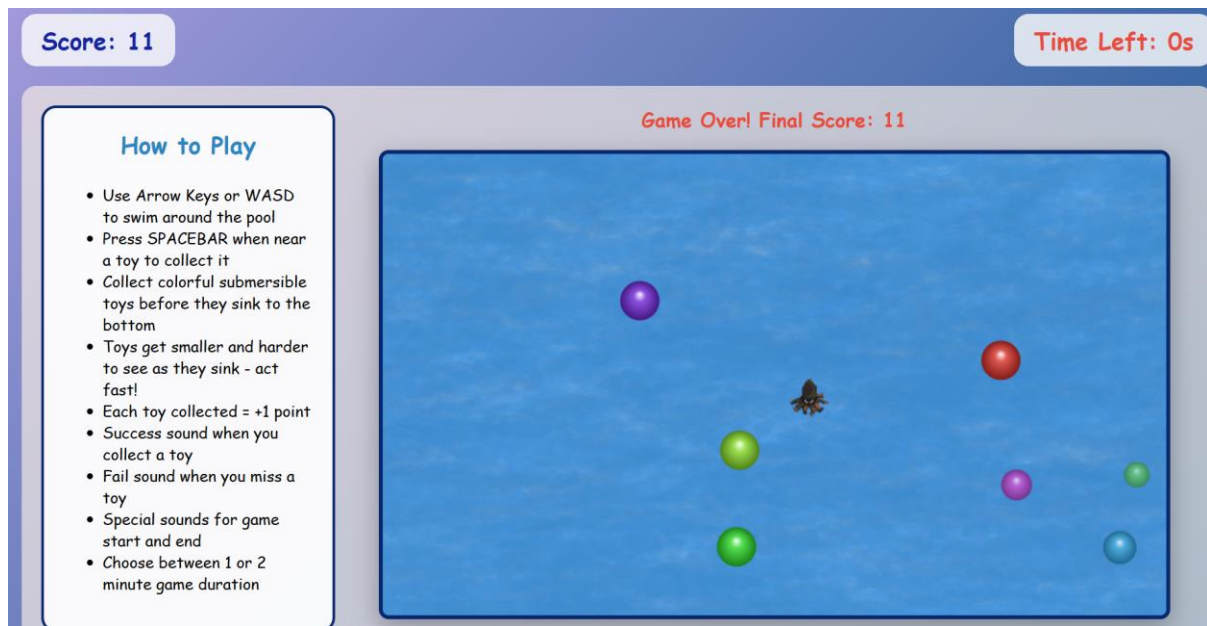
Visual Elements:

- **Game area only**
- **Player character positioned on LEFT side** of the screen
- **Score: 6** (increased by 2 from previous scene)
- **Timer showing less time** (e.g., 26s remaining)
- **Character swimming/moving LEFTWARD** across the play area
- **Fewer toys remaining** on screen (showing successful collection)
- **Mix of toy sizes** with some very small (nearly sunk)

Gameplay State:

- Player collected 2 more toys (score jumped to 6)
- Demonstrating LEFTWARD movement (A key/Left arrow)
- Shows successful collection strategy
- Late-game phase with fewer targets

Scene 6: Game Over - Final Score Display



Visual Elements:

- **Game area with overlay message**
- **"Game Over! Final Score: 11"** prominently displayed at top in red text
- **Player character visible** in center of play area
- **Remaining uncollected toys** scattered across screen (frozen in final positions)
- **Various toy sizes** showing different sinking stages
- **Timer showing 0s** or hidden
- **Final score of 6** prominently displayed

Game State:

- Timer has reached zero
- Game progression complete
- All remaining toys frozen in place
- Player movement disabled
- Final performance displayed

Available Actions:

- Return to main menu
- Restart game
- View game statistics