



BIRZEIT UNIVERSITY

Computer Science Department
Serious Gaming Fundamentals-COMP2331

Storyboarding

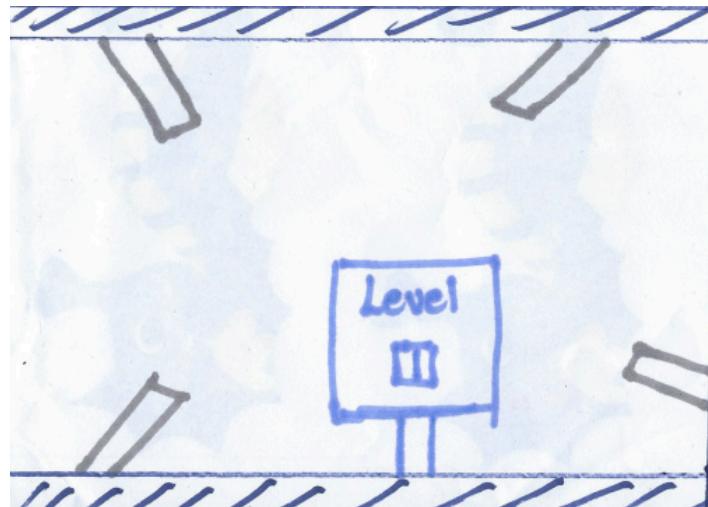
Project name: Electron Runner

Group Number: 7

Group members:
Shahd Khalaf - 1210545
Khalid Hasan - 1191494
Sama Wahidee - 1211503

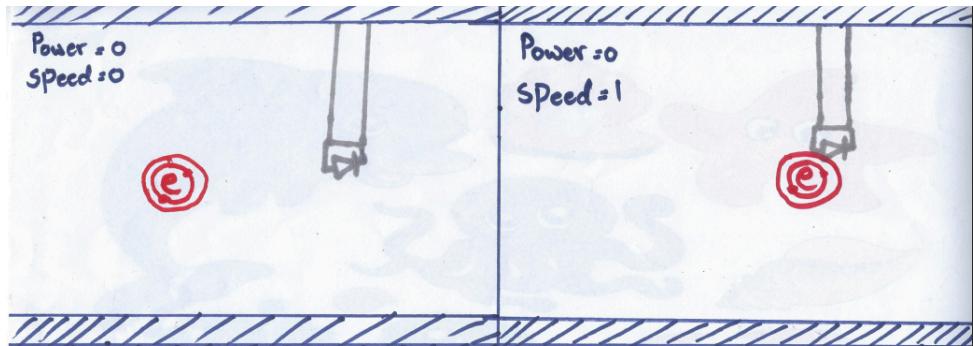
Instructor's name: Anas Mousa

- Start game:



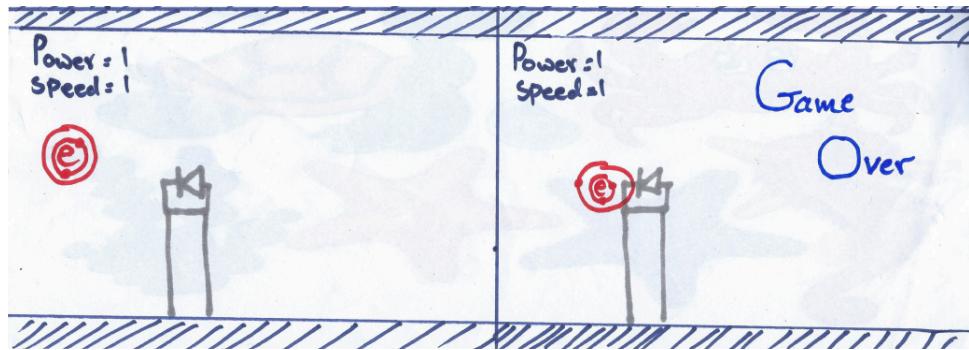
when use click on level one the game starts

- PN Diode:



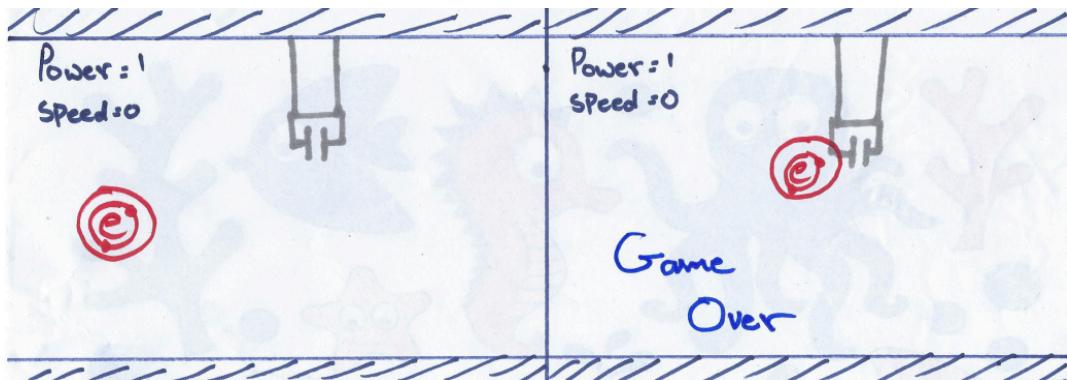
Allows Electron to pass through, increasing its speed by 1.

- NP Diode:



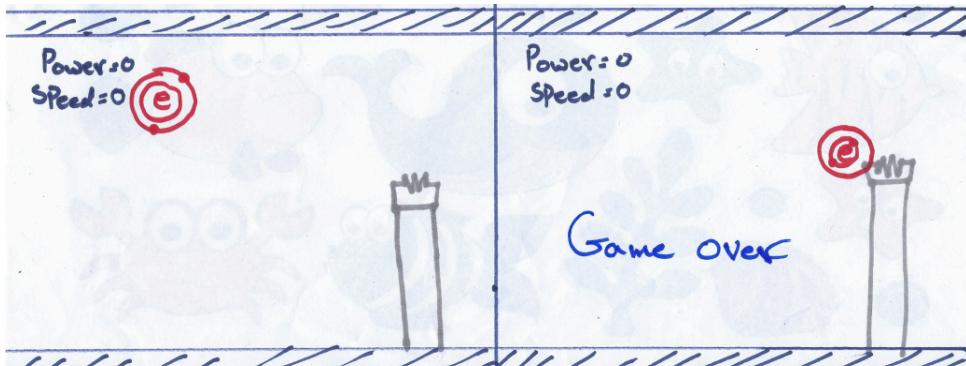
Electron cannot pass through.

- Capacitor

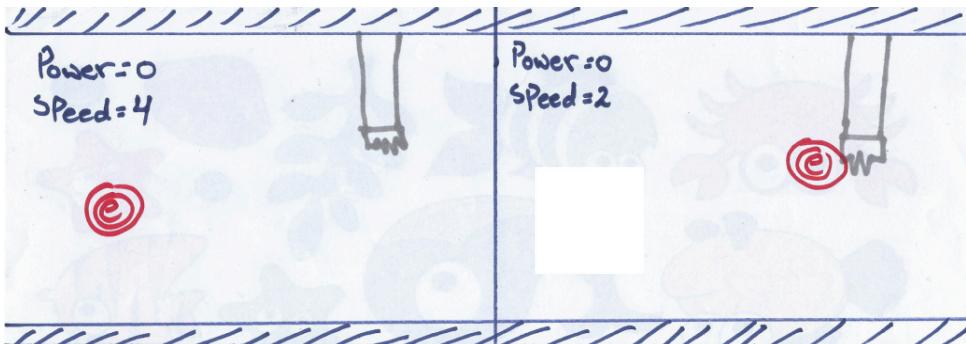


Touching leads to Game Over.

● Resistor

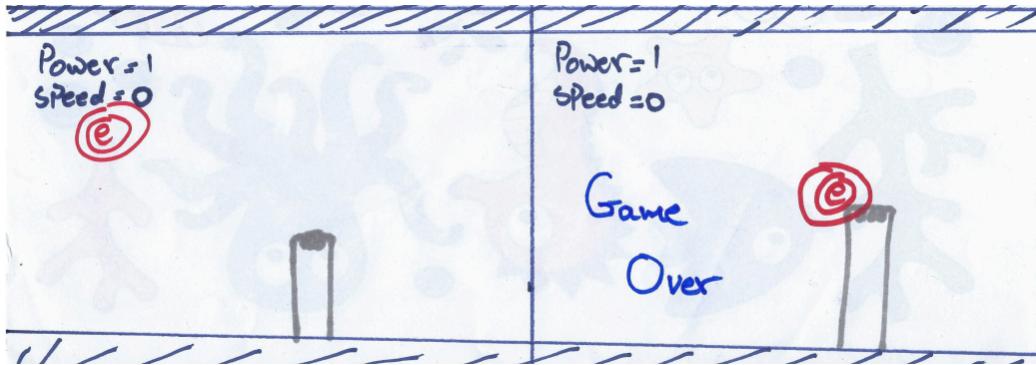


If the electron speed is 0 and touch this resistor then Game Over!.

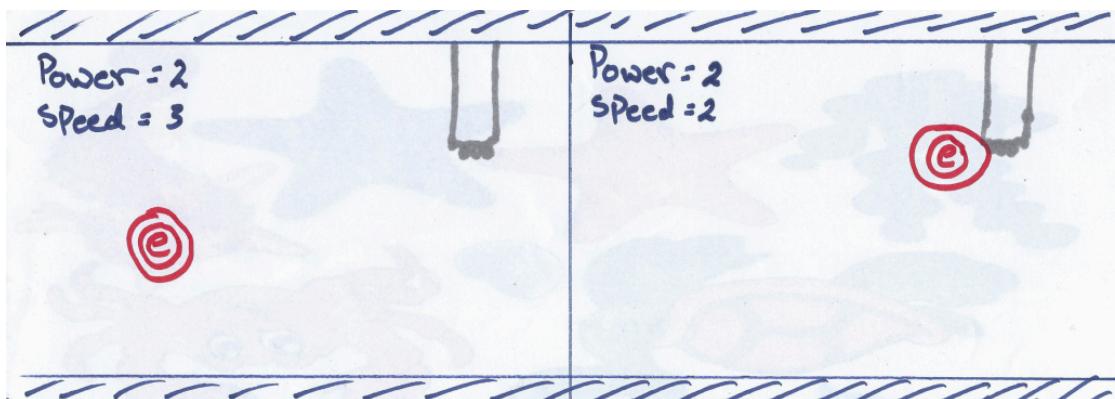


Else electron can go through it and the electron speed decreased by 2

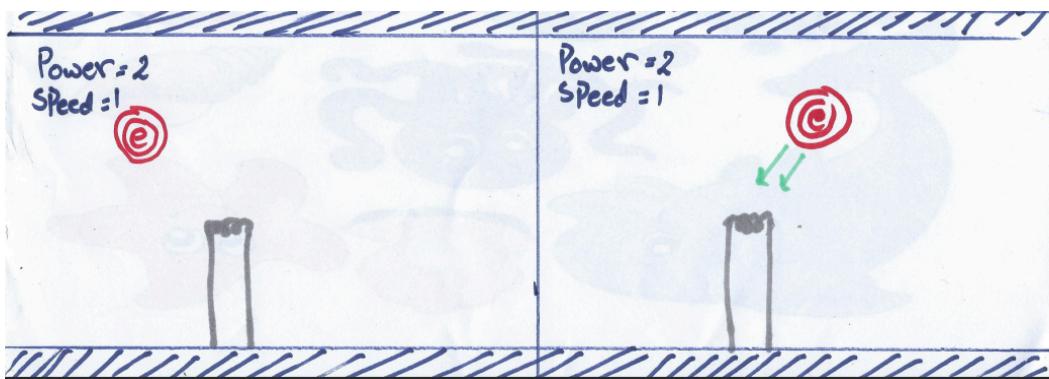
● Inductor



If the electron speed is 0 and touch this inductor then Game Over!

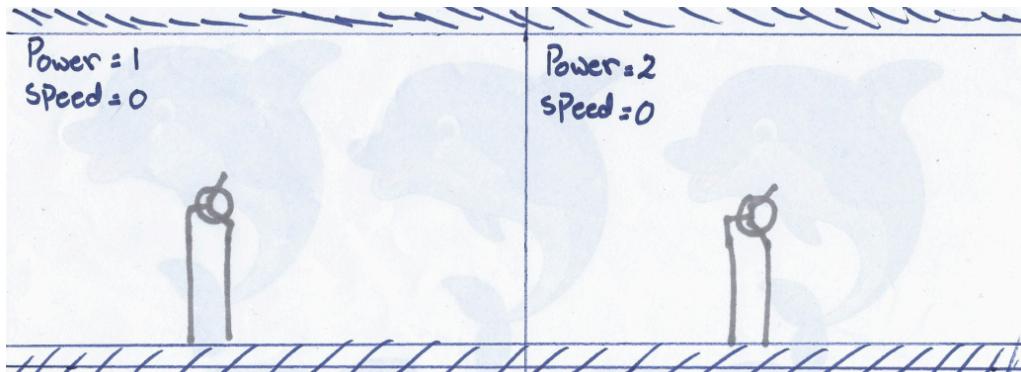


Else electron can go through it and the electron speed decreased by 1.



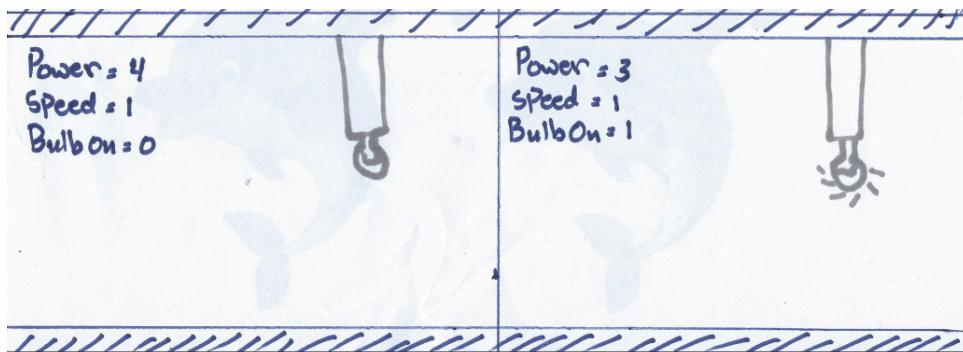
when electron passes over it, space of jump is decreased because of inductor's magnetic field.

● Transistor

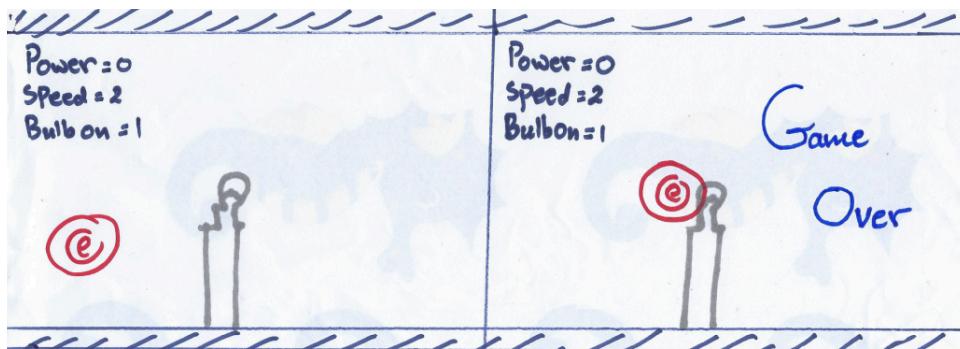


Electron can go through it and its power increased by 1 when touch

● Bulb

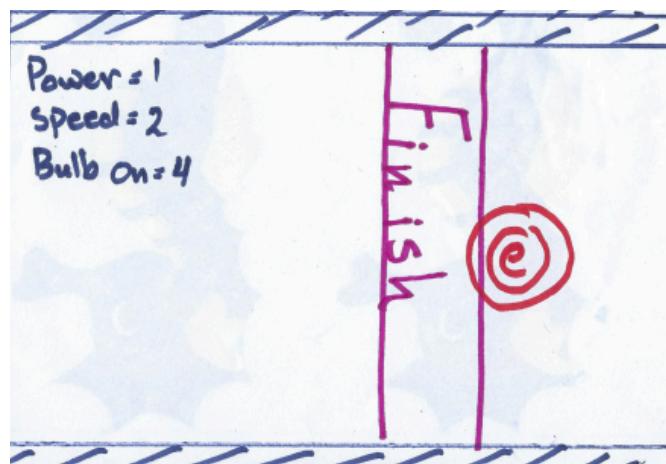


If electron power > 1 then electron can go through the bulb and the electron power decreased by 1



Else Game Over!

- Finish:



When the electron reach the finish sign the level ends

PS:

I apologize for my limited drawing abilities, but I can assure you that I tried my best.