



Storyboard – Start Screen

Action:

Player selects button to either start the game, adjust settings, or read help docs



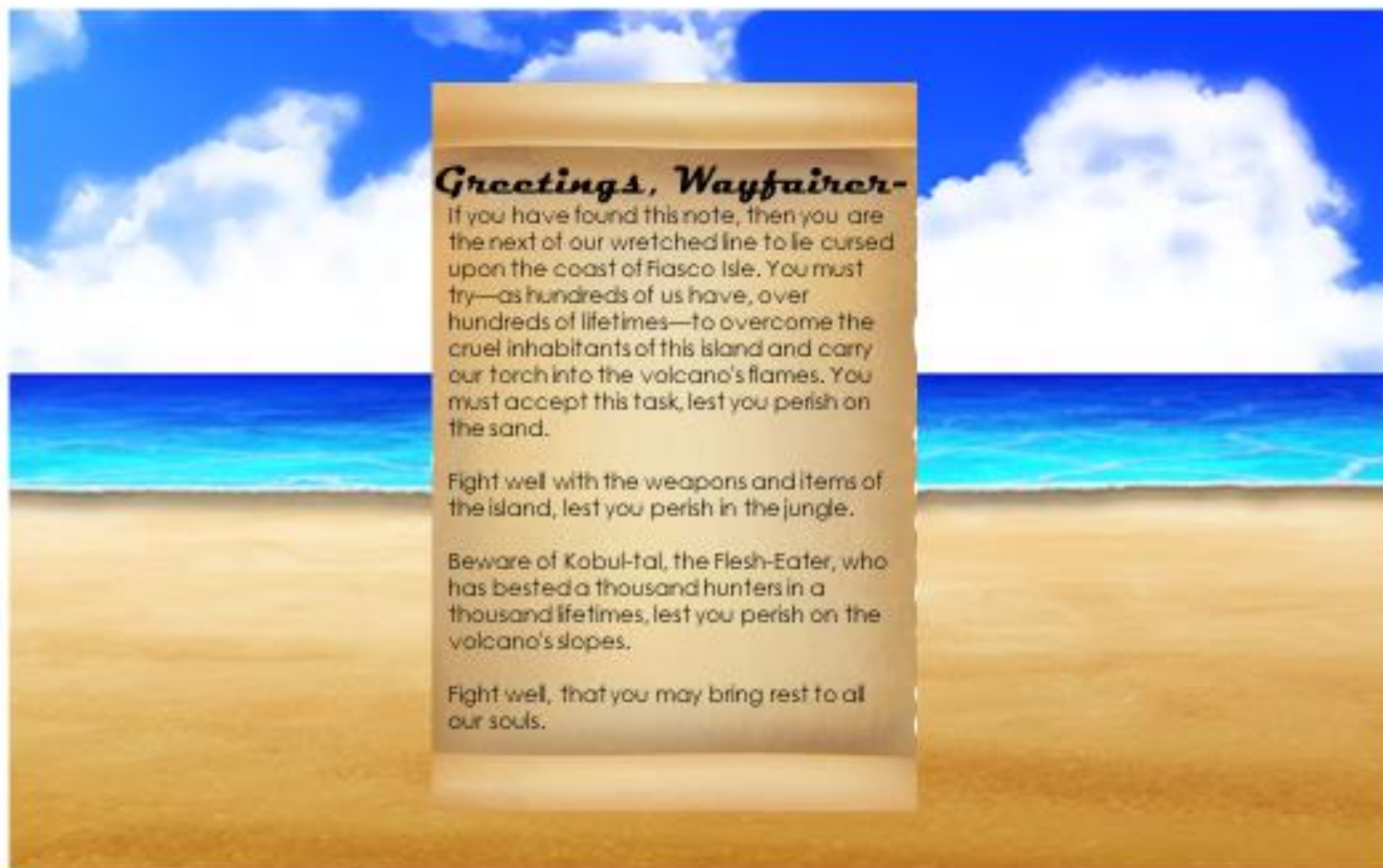
Notes: The start screen is fairly simple. It consists of a button to start the game, an options button to adjust audio settings and difficulty, and a button that displays a detailed help screen that explains the controls, all set against an aesthetically pleasing pixel art background.



Storyboard – Game Intro

Action: At the start of the game, the player finds a scroll on the beach

Dialogue:
The scroll contains a message that explains the premise of the game





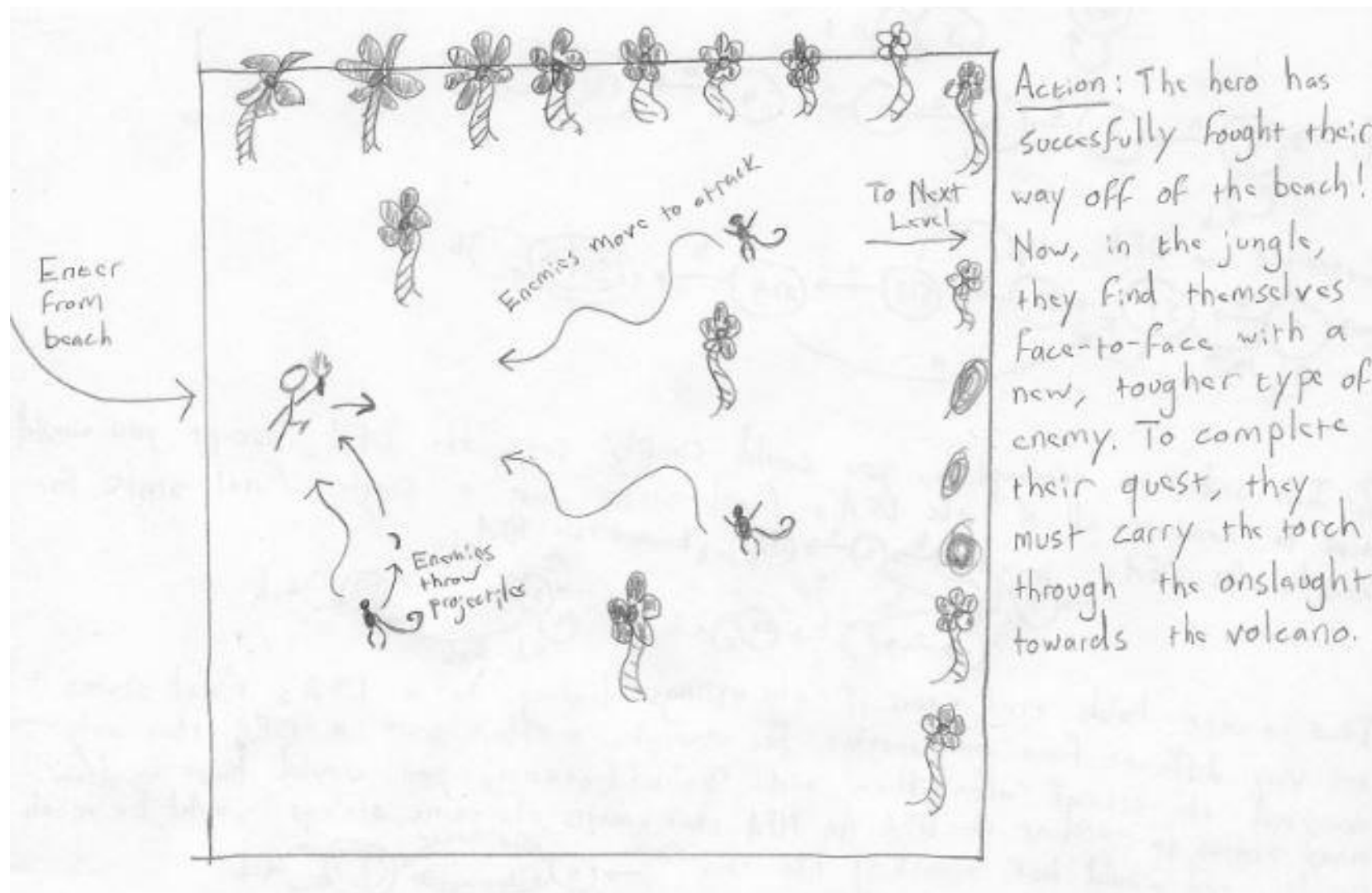
Storyboard – Beach Level



Action: After reading the note, the player moves up the beach towards the jungle, fighting enemies along the way



Storyboard – Jungle Level





Storyboard – Volcano Level



View from outside the volcano

Action: Now that the hero has conquered the jungle, it's time for them to enter the volcano. Once they enter, they'll find a multitude of even more difficult enemies that they must fight in order to move on. At the end of this scene, they'll find a new weapon in a chest, which they will use to defeat the final boss. When they've completed this scene, they'll walk up the stairs towards the top of the volcano.

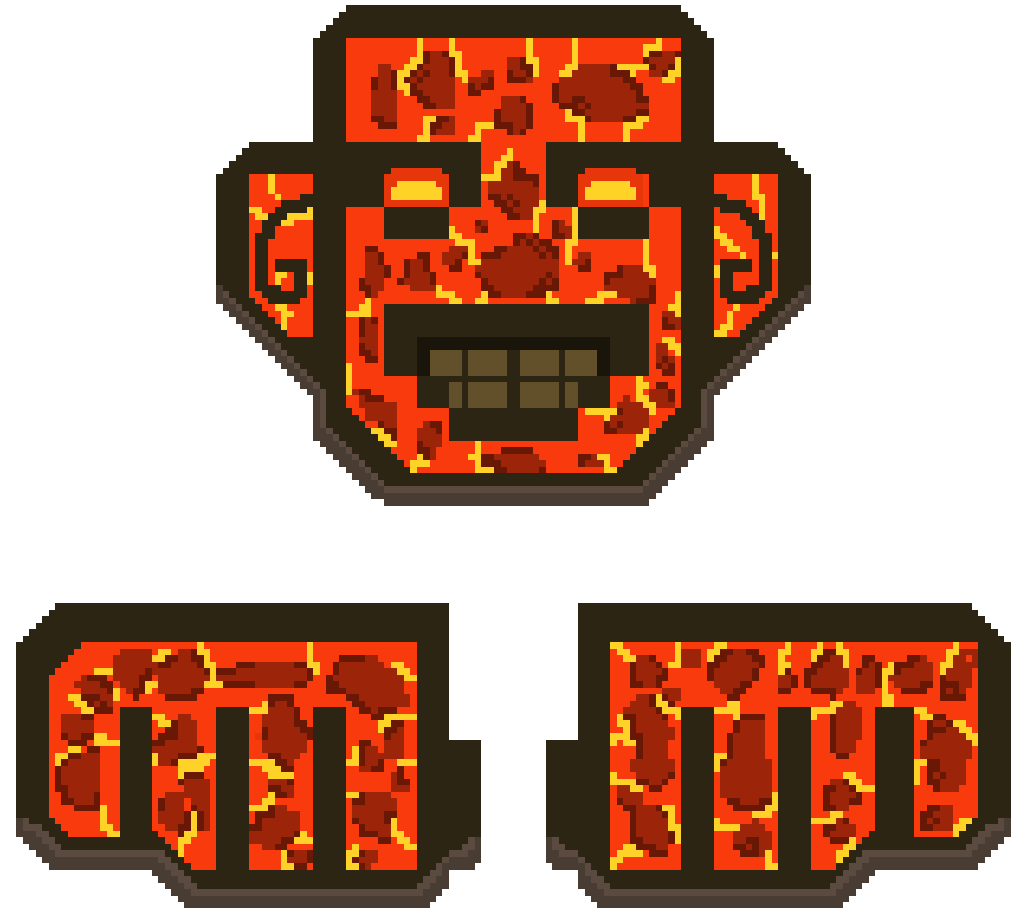


Inside the volcano



Storyboard – Final Boss

Action: You enter the volcano to come face to face with a giant volcano tiki god, with torch in hand you battle it out with him. When he throws his molten lava fists you dodge and hit his face with your attack. Once you defeat him you have won





Storyboard – Victory Scene

Action: At the end of the game, the player drops the torch into the volcano, triggering an eruption cutscene.

