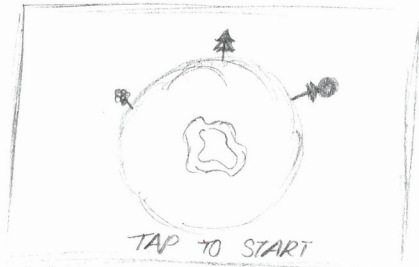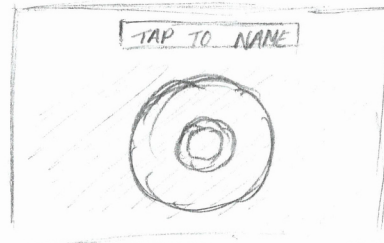# Storyboard: Step _ by _ step _ paper _ prototype , MVP

①

TAP TO START

Main menu screen: this can be used to showcase rare objects to player so they think "how could I get that for my planet?!"

②

TAP TO NAME

A screen comes up that allows players to name their planet, which is currently out of focus / overlayed by grey screen } endowment effect

④

- after 5 successful sorted items, the player is given a seed bag containing a number of seeds (start with 3 and refine via testing) which goes into their inventory. (same type of seeds)
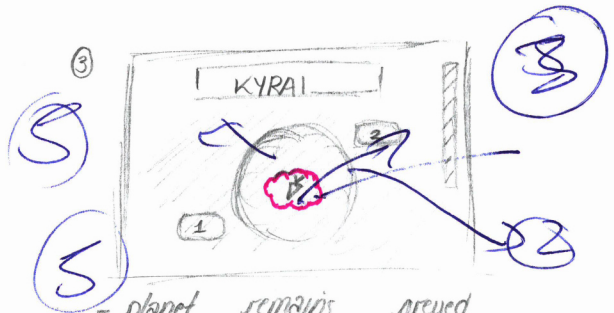
③

KYRA

- planet remains greyed out in background. 2 sorting categories displayed in foreground. Animation will show player where to drag object. This happens once for each category to begin with
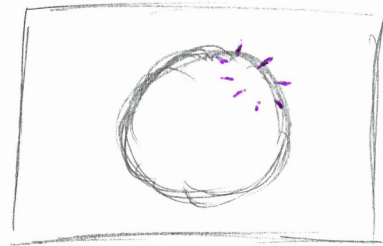- each item that is sorted drains "energy" by 1 (can be shown to player by having "-1" in red pop up each time something is sorted

⑤

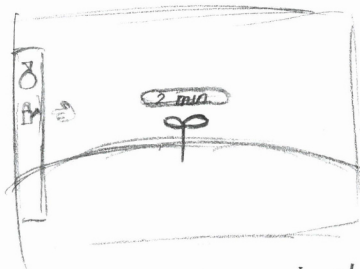finger points at inventory to guide player to open their seed bag

⑥

SEED BAG

seed inventory displayed,
one tap shows info.
such as type + growth
time, as well as "plant"
button. Player clicks plant,
all menus are collapsed
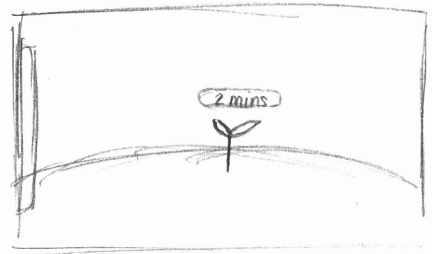and planet is brought to
foreground.

⑦

an area glows + hand
anim. displays pinching
motion to encourage players
to zoom in to the
area. seed hovers
above planet allowing
player to drag it
to where they want
to plant. players tap
to plant seed at its
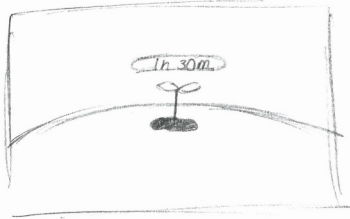current position.

⑨

2 min

finger points to inventory
to guide player to
use their watering
can. once player waters
their plant, its countdown
starts. the player must
comeback + water the
plant at each growth
tick if required

⑧

2 mins

once seed is planted,
countdown bar is
displayed above the
object to let the
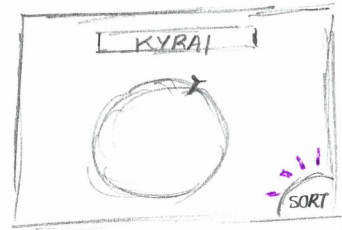player know how long
until full growth

(10)

In 30m.

animation   plays   to
show   player   to
zoom   out

→

(11)

KYRA

SORT

once   zoomed   out,   the
sort   button   flashes
so   players   know   to
click   this

↓

(12)

KYRA

2

♂

1

⊗