

Sheila Pontis Framework

Story Goal

- Define what you will explain in the story (why are we here?)
 - Insights and Progression of Video Games
- Identify ways that you will use visuals to clarify the topic
 - Horizontal Gaming Platform Scroller
 - Card Tiles
 - Content Carousel

Story Outline

- Title Screen
- Quick Instructions
- Quantitative & Qualitative Sections
 - Past
 - 1970s
 - 1980s
 - 1990s
 - 2000s
 - 2010s
 - 2020s
 - Future
- Credits
- Play Again

Storyboard & Design Patterns

Game Insights

Start

Instructions

Play

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Play again?