

THE CREEKTOWN CAPER

STORYBOARDS

MILESTONE 2

FEBRUARY, 10TH

STEPHANIE HOSSENLOPP

RILEY WEBER

Table of Contents

1. First Storyboard (4-7)

A. Introduction of the games story

2. Second Storyboard (8-16)

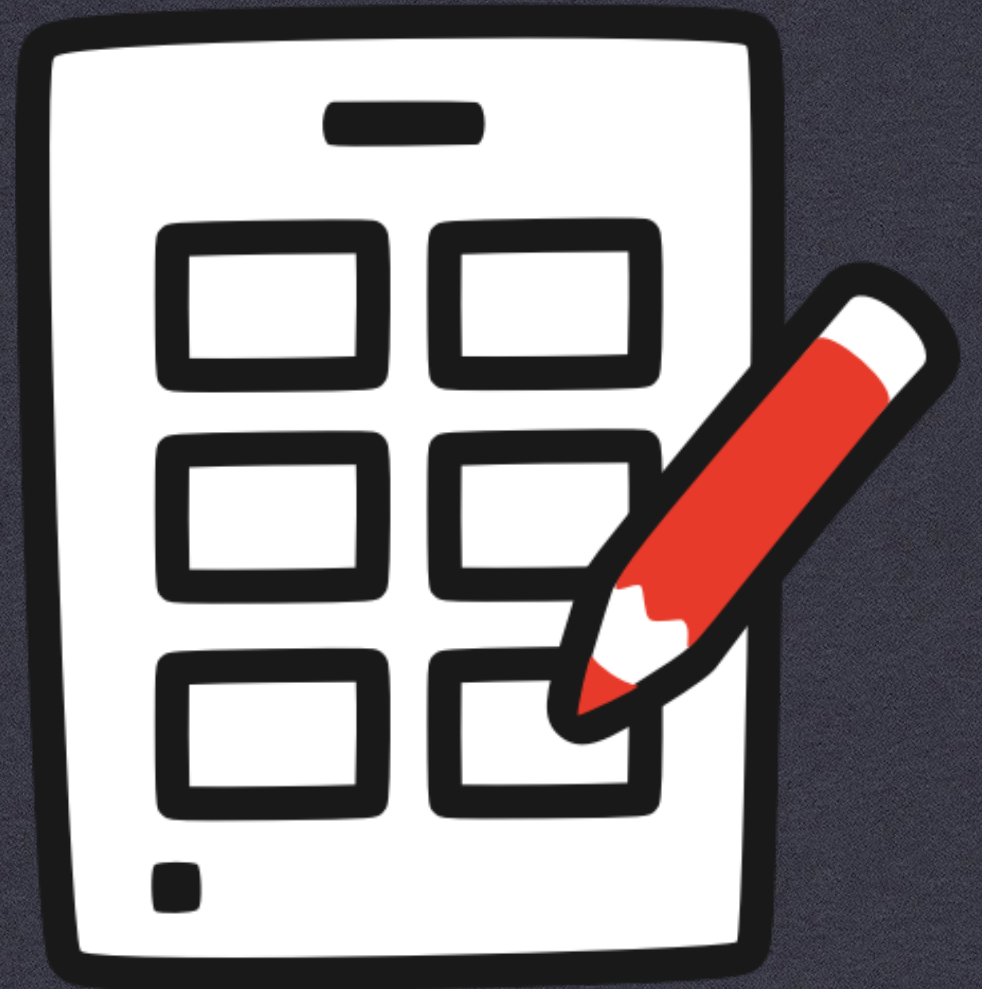
B. Moments where narrative and gameplay intersect

3. Final Storyboard (17-24)

C. End of the narrative and consequently the end of the game

Beginning Storyboard 1

Story board 1 sets the user up to be able to understand the games tone, environment, characters and the objective of the game. This story board takes place in a cut scene and also within the park.



1.1 SPLASH SCREEN - LOADING SCREEN

The beginning of the game starts with a splash screen, introducing the games name and feel. This will include the title of the game, music to match the mood of the game and some small animations to intrigue the users.

The Creektown Caper



1.2 OPENING SCENE - MURDER ANIMATION

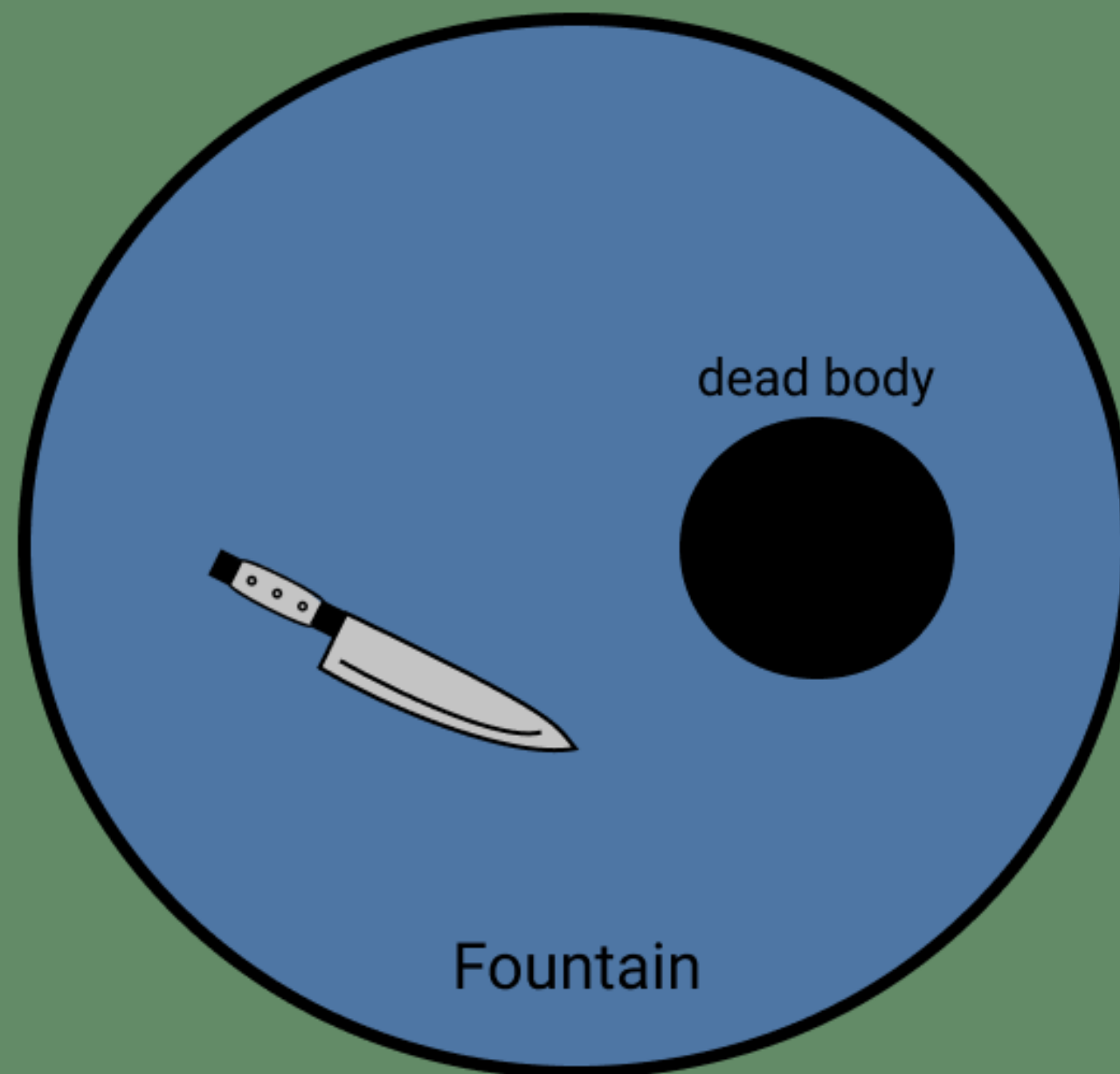
The game starts with a black screen, that then reveals the murder just before it happens. This scene is setting the player up to understand the game and what the overall concept is. As the murder is about to make their fatal blow, the screen cuts back to black. Only hearing the sound of loud shriek then being followed by a massive thud.



1.3 OPENING SCENE - MURDER ANIMATION

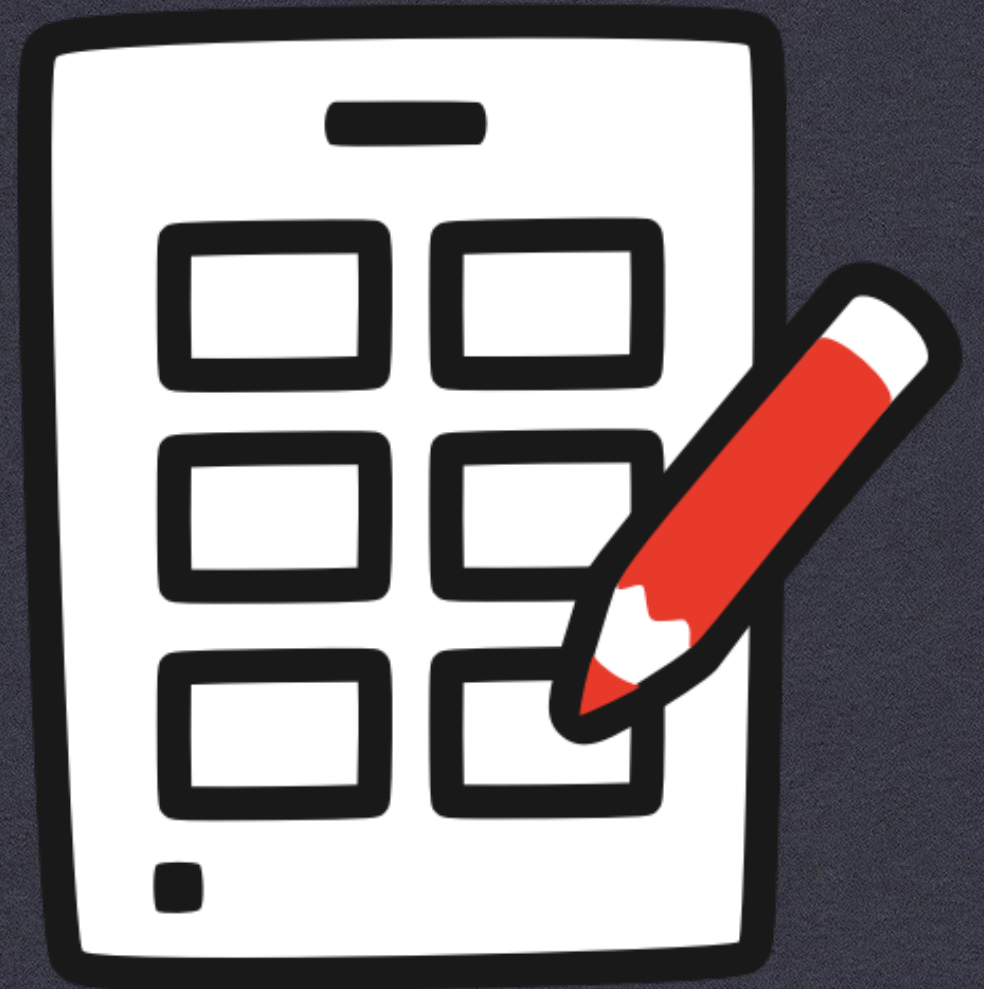
The cut scene of the murder scene continues showing the victim laying in the fountain, playing soft and mysterious music. The camera zooms out showing wide shot of murder and a shiny knife at the bottom of the fountain. The scene zooms out reaching the size of screen for gameplay.

PARK



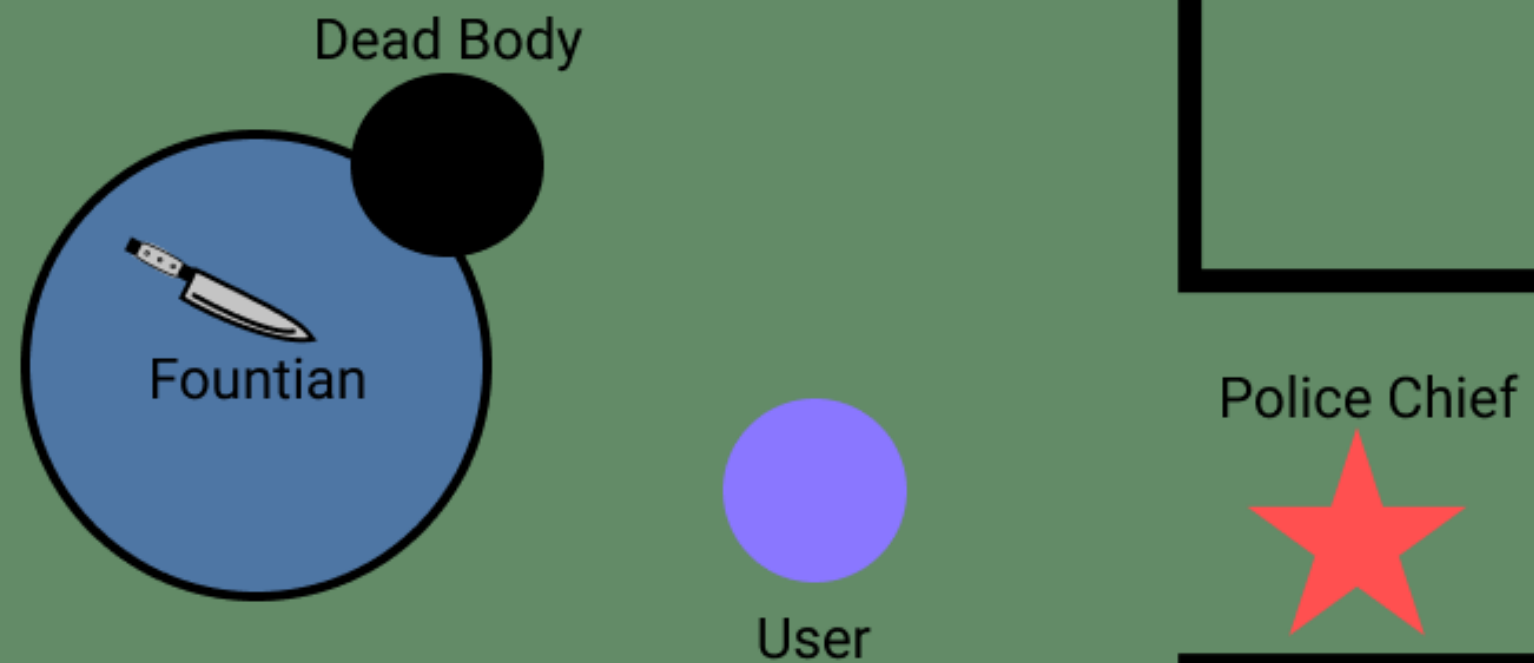
Game Play Storyboard 2

Story board 2 conveys how users interact with other characters, takes part in game play and helps them solve the crime.



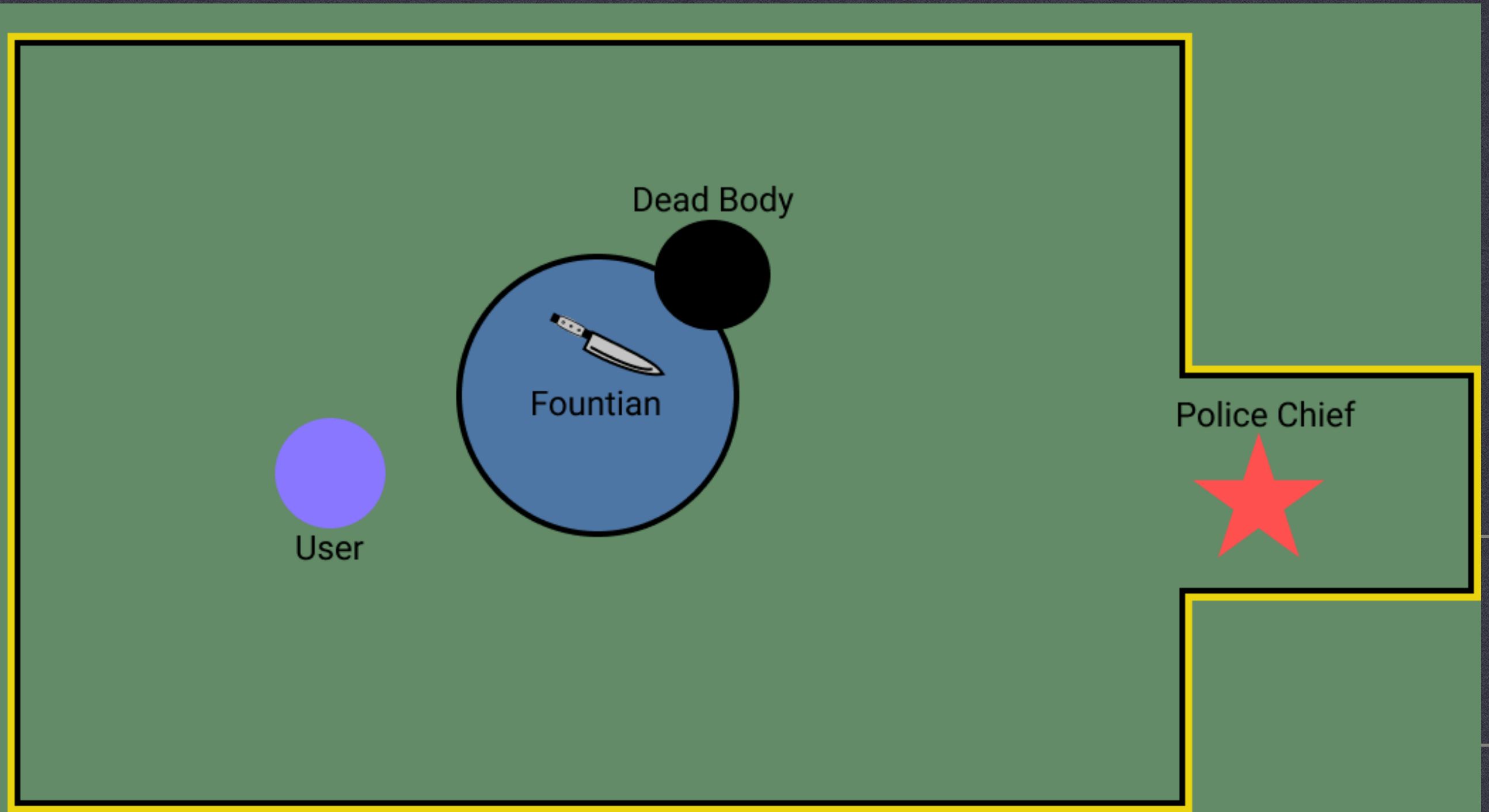
2.1 GAMEPLAY BEGINS – MURDER ANIMATION

Screen stops the cut scene and camera zooms out and the user starts game play. Music playing in the background encouraging a type of suspense. The user will begin to experience the environment and continue to interact with clues and other characters.



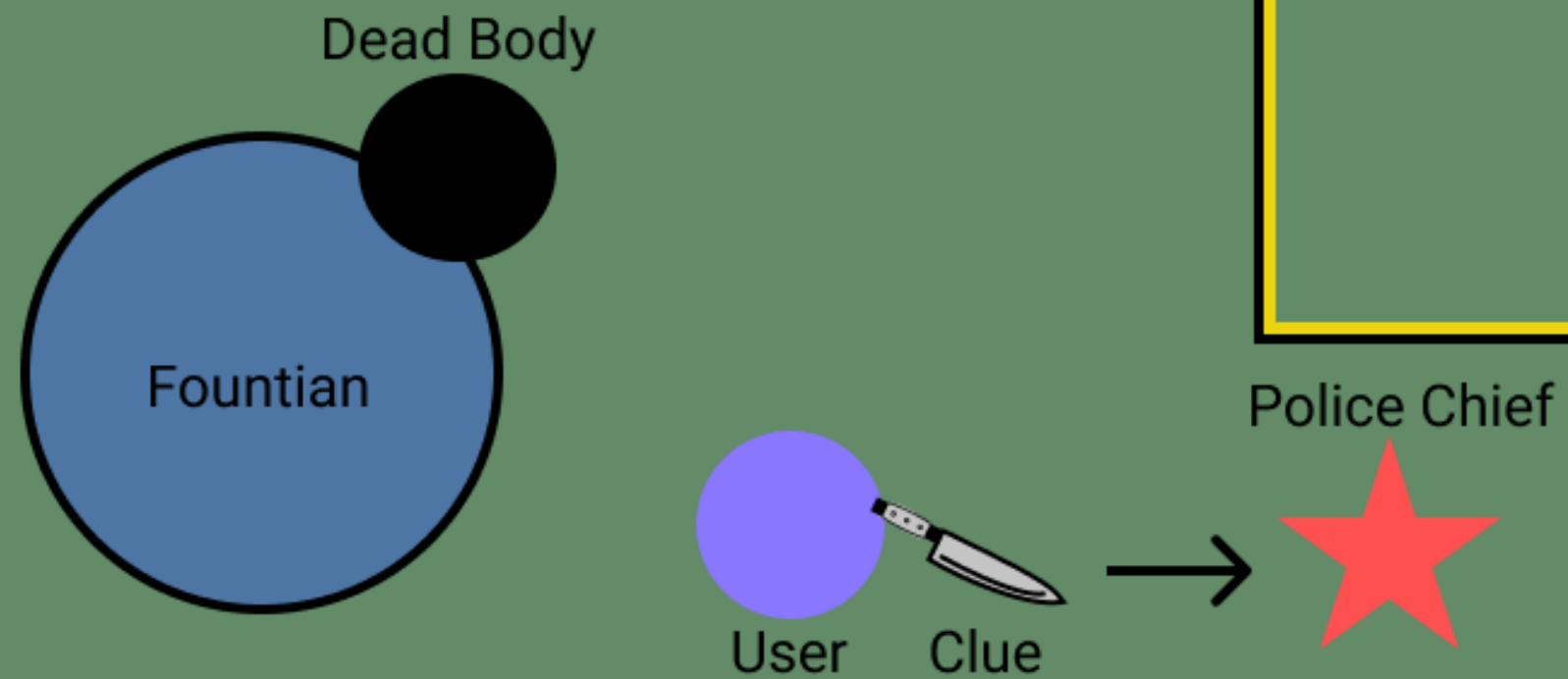
2.2 GAMEPLAY – CRIME SCENE

The user begins to realize that Clue #1 is glowing so the user walks over to it to collect it. The clue will help the user continue in gameplay and aid them to find who the murder is. After collecting the clue the user notices the police chief and walks over for some help. There will be music playing, sounds for the player walking and other motions.



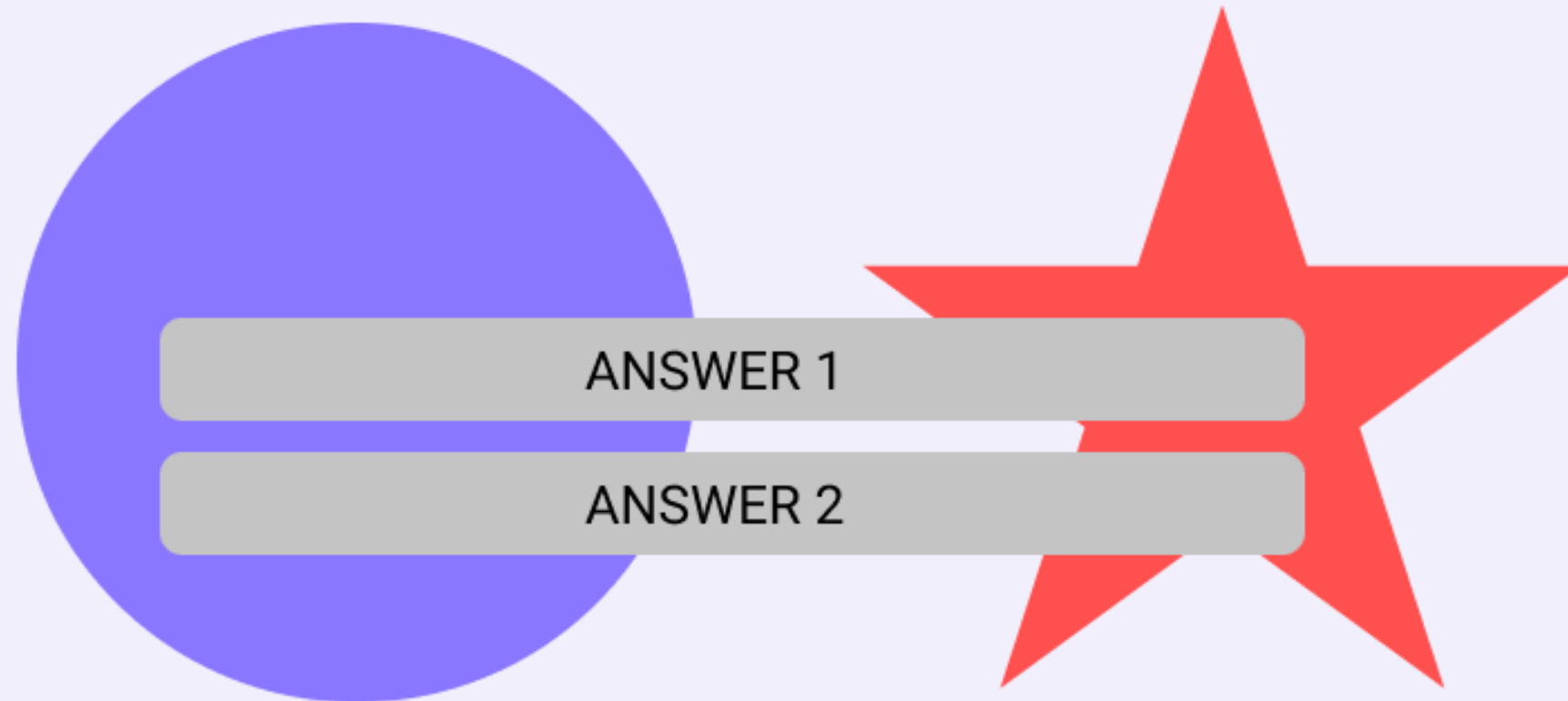
2.3 GAMEPLAY – CRIME SCENE

The user collected the knife as evidence and continues to walk over to the police chief and presents it. There will be sounds for the users actions. The user will interact with the police to help the case move faster.



2.4 GAMEPLAY – CHARACTER INTERACTION

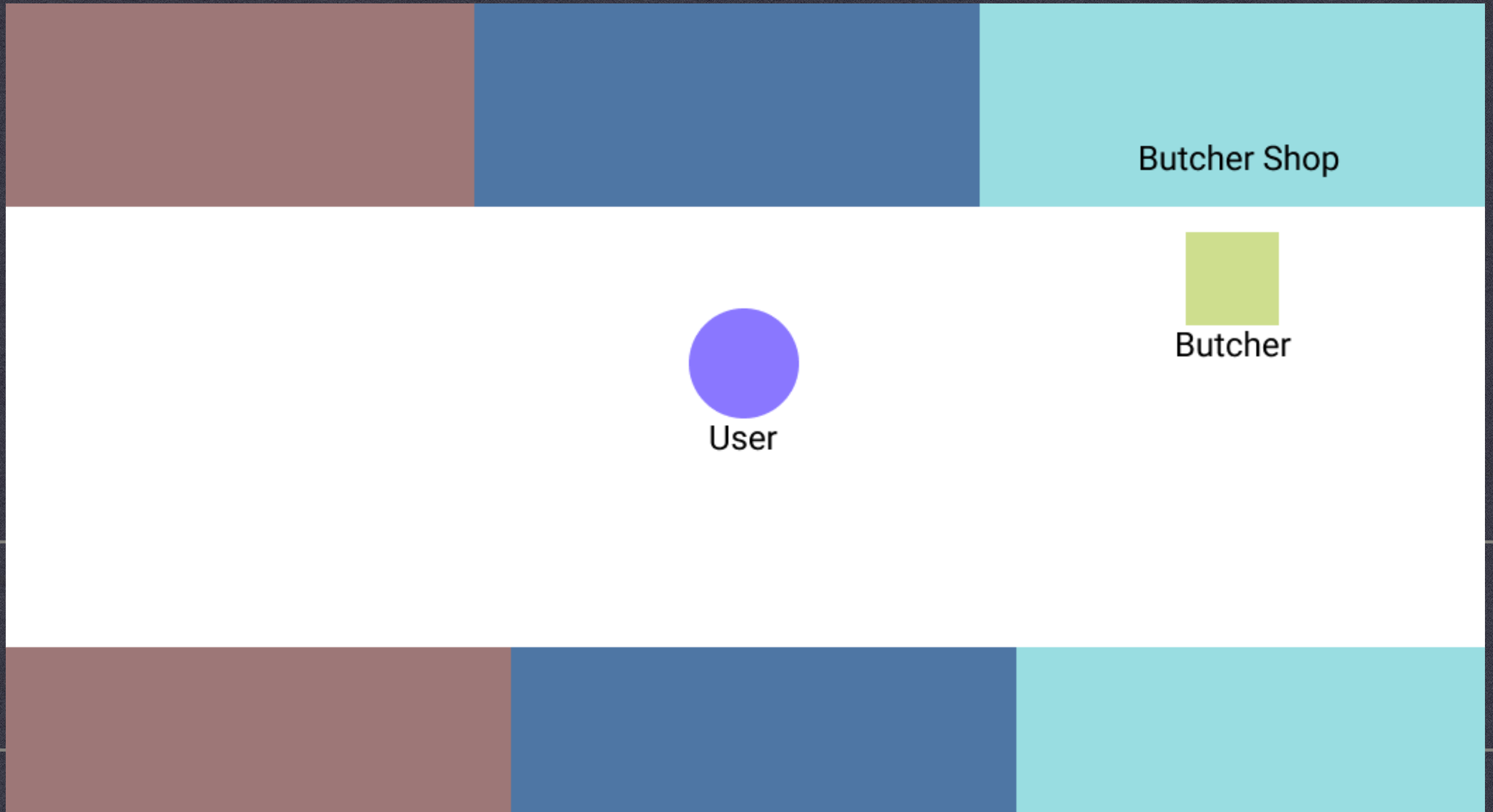
Dialogue begins when the user comes in contact by walking over and tapping on the police officer. The screen will switch to a view of both characters up close speaking with one another, user has to tap through the conversation to gather information. After conversation is over screen will switch to top down view again.



Hi, Mr. Investigator... How are you doing?
Would you like to tell me what you found
at the crime scene?

2.5 GAMEPLAY – CHARACTER INTERACTION

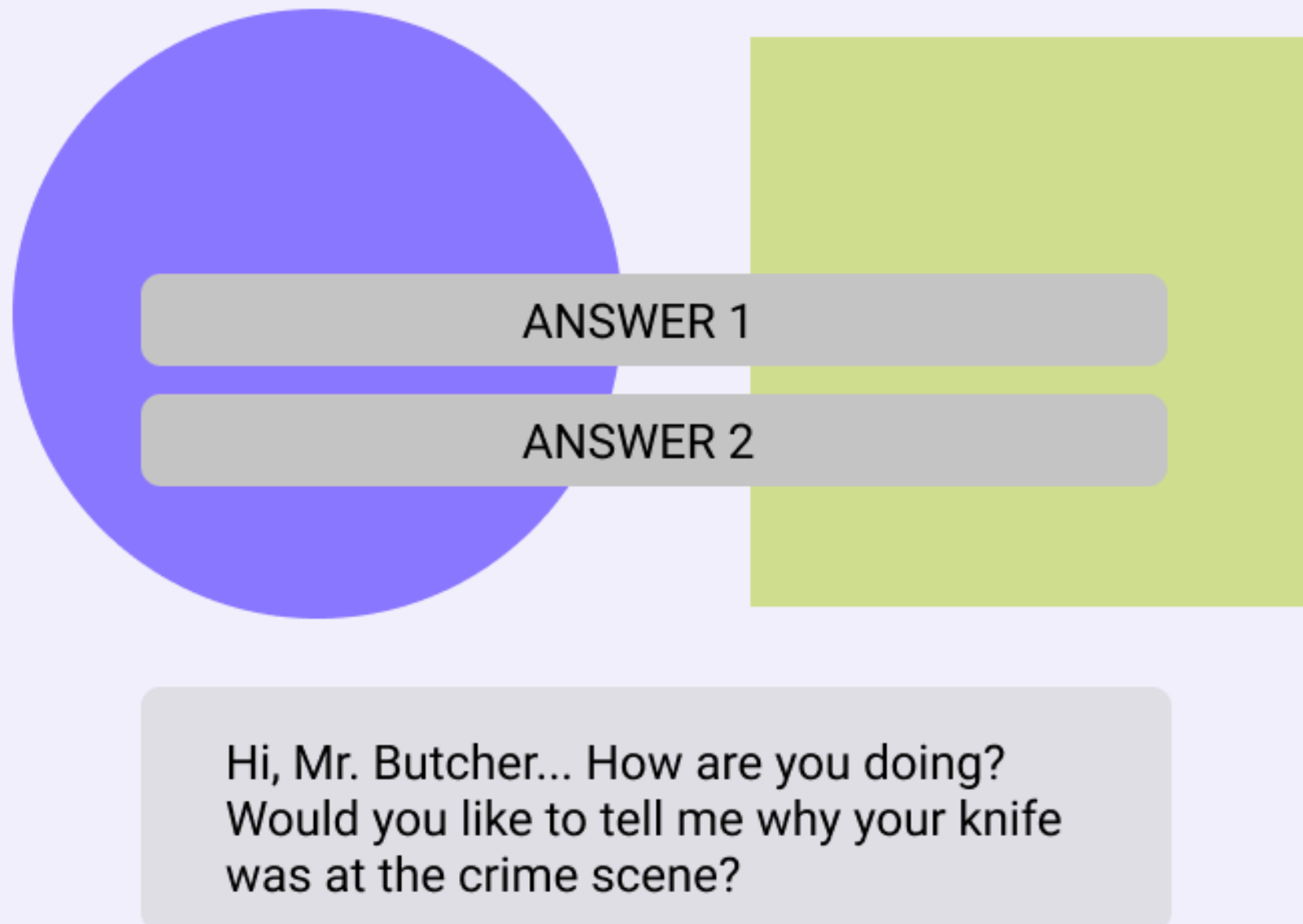
The screen switches back to gameplay and the user approaches the Butcher after gathering a hunch about him in his previous conversation. He is hoping for some answers about the murder and the killer. The top down view will continue until the user reaches the character.



2.6 GAMEPLAY – CHARACTER INTERACTION

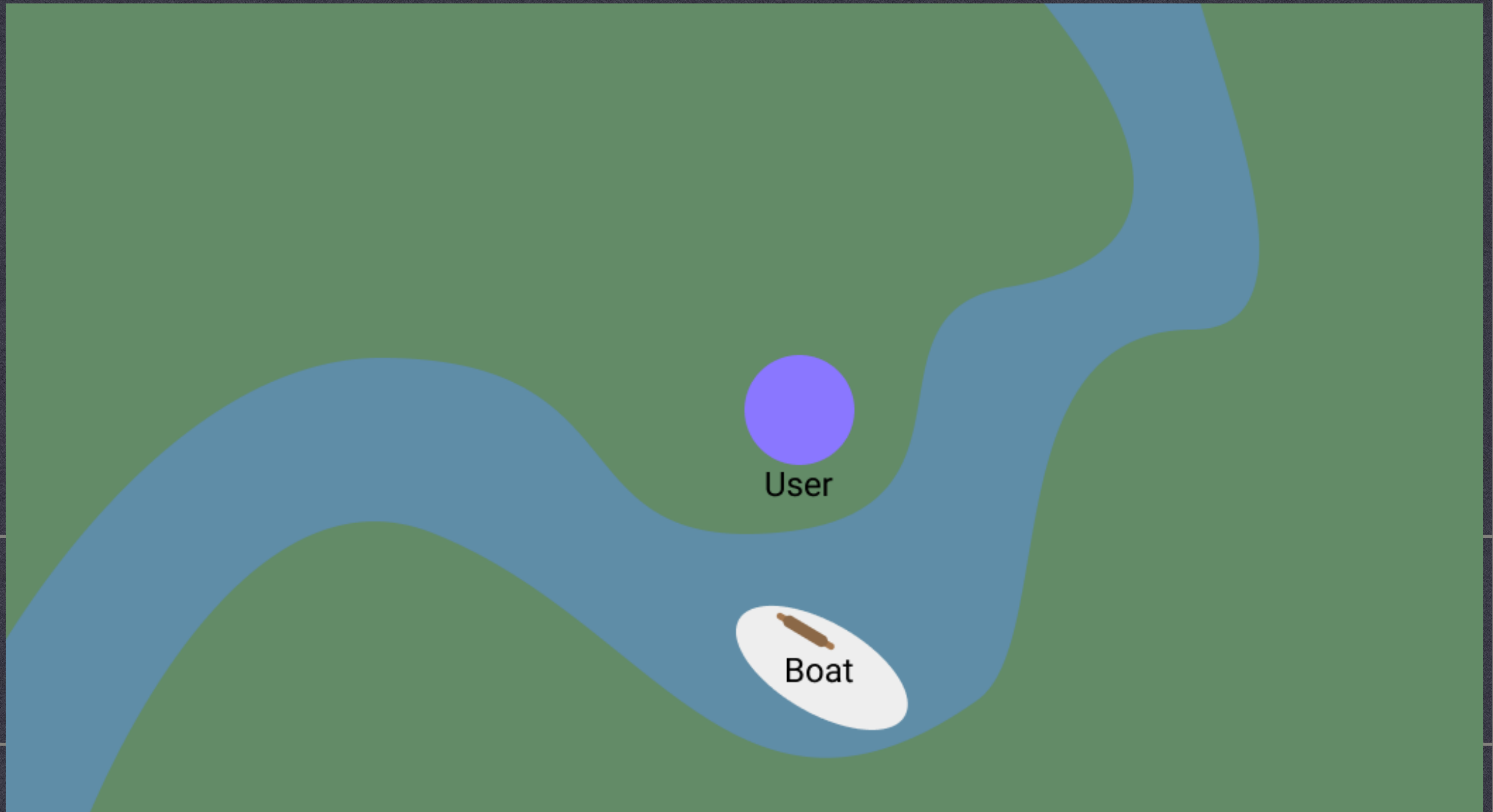
The dialogue between characters starts, the screen switches back to the close-up view of the characters talking. The butcher answers the users questions and gives him another clue. After this the user keeps finding leads and will continue talking to multiple suspects in the town.

This pattern repeats until the user reaches the final clue.



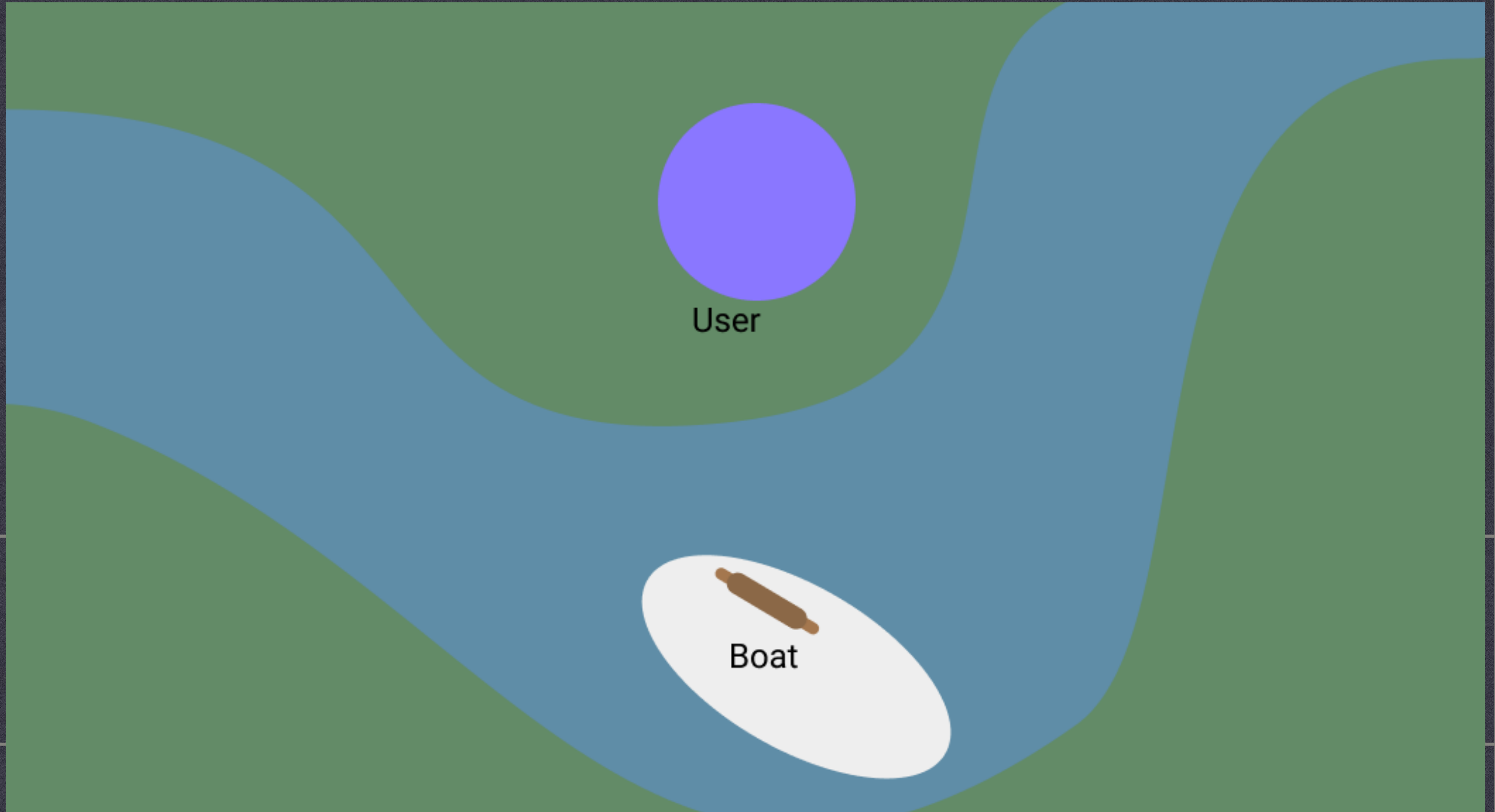
2.7 GAMEPLAY – CHARACTER INTERACTION

The user finds the suspected murder weapon and the camera will zoom in when the user walks over and collects the clue. The tone becomes more intense and music tempo increases. After seeing that it is a rolling pin the user knows he needs to go talk to the butcher again.



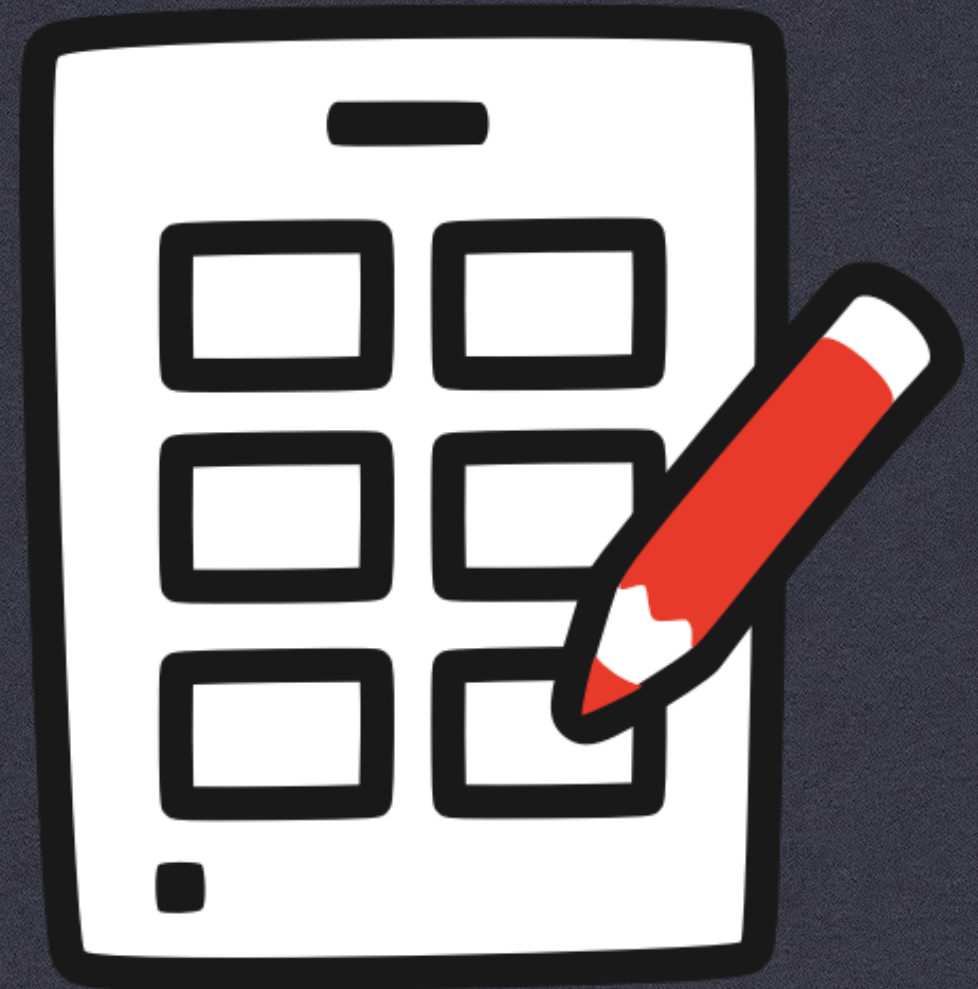
2.8 GAMEPLAY – CHARACTER INTERACTION

The camera zooms in creating a dramatic effect.



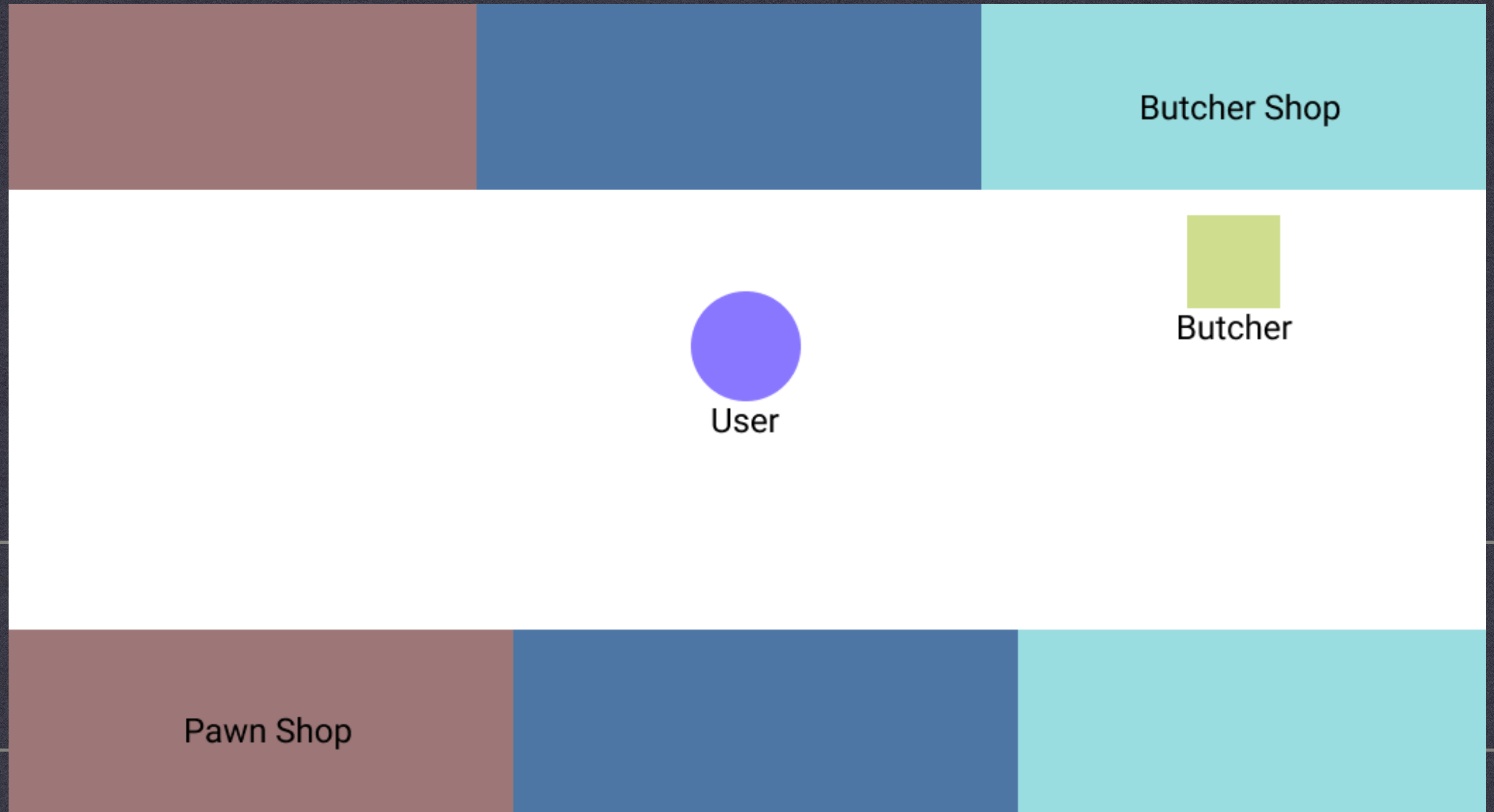
Resolution Storyboard 3

Storyboard 3 is the end of the game, when the user put the clues together. The users will choose a suspect and finish the game with a win or loose result.



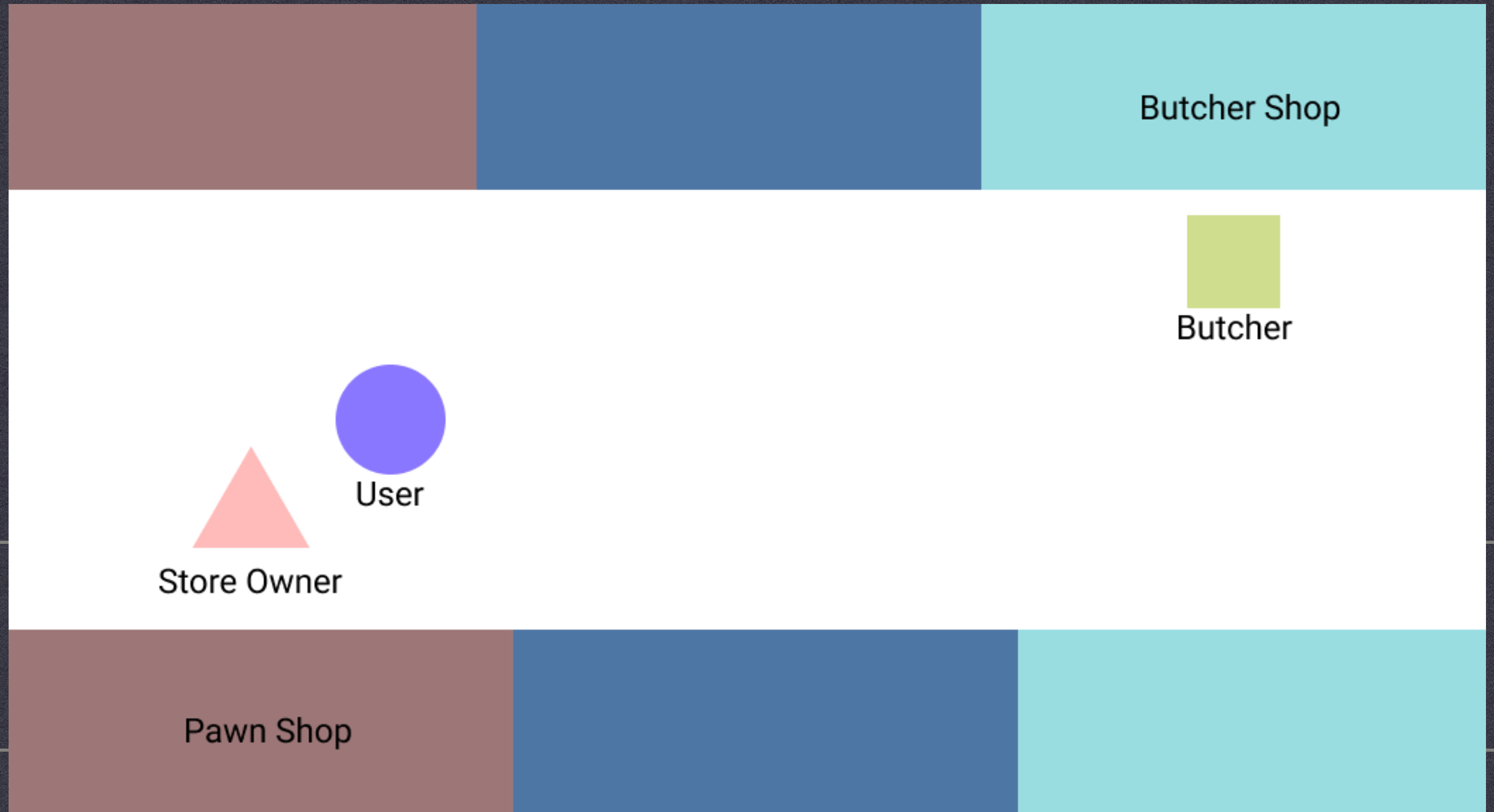
3.1 GAMEPLAY – CHARACTER INTERACTION

The user goes back to the butcher after finding the rolling pin and the butcher tells him the only other animal that knows about the compartment in his boat is the shop owner. The user has now reached the beginning of the resolution of the game.



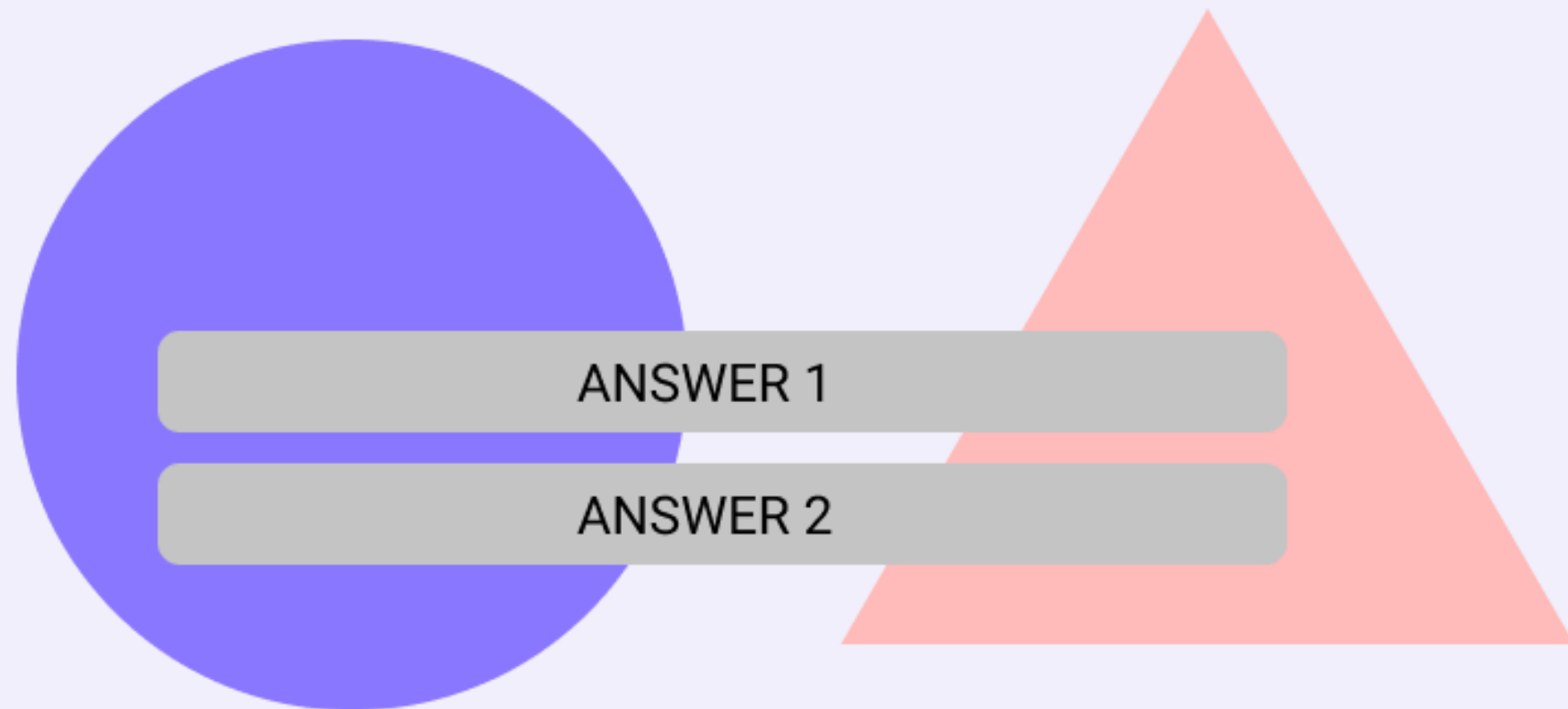
3.2 ENDING - CHARACTER INTERACTION

The user goes over to speak to the store owner based off of the information the Butcher provided. The camera stays the same at top down position.



3.3 ENDING – CHARACTER INTERACTION

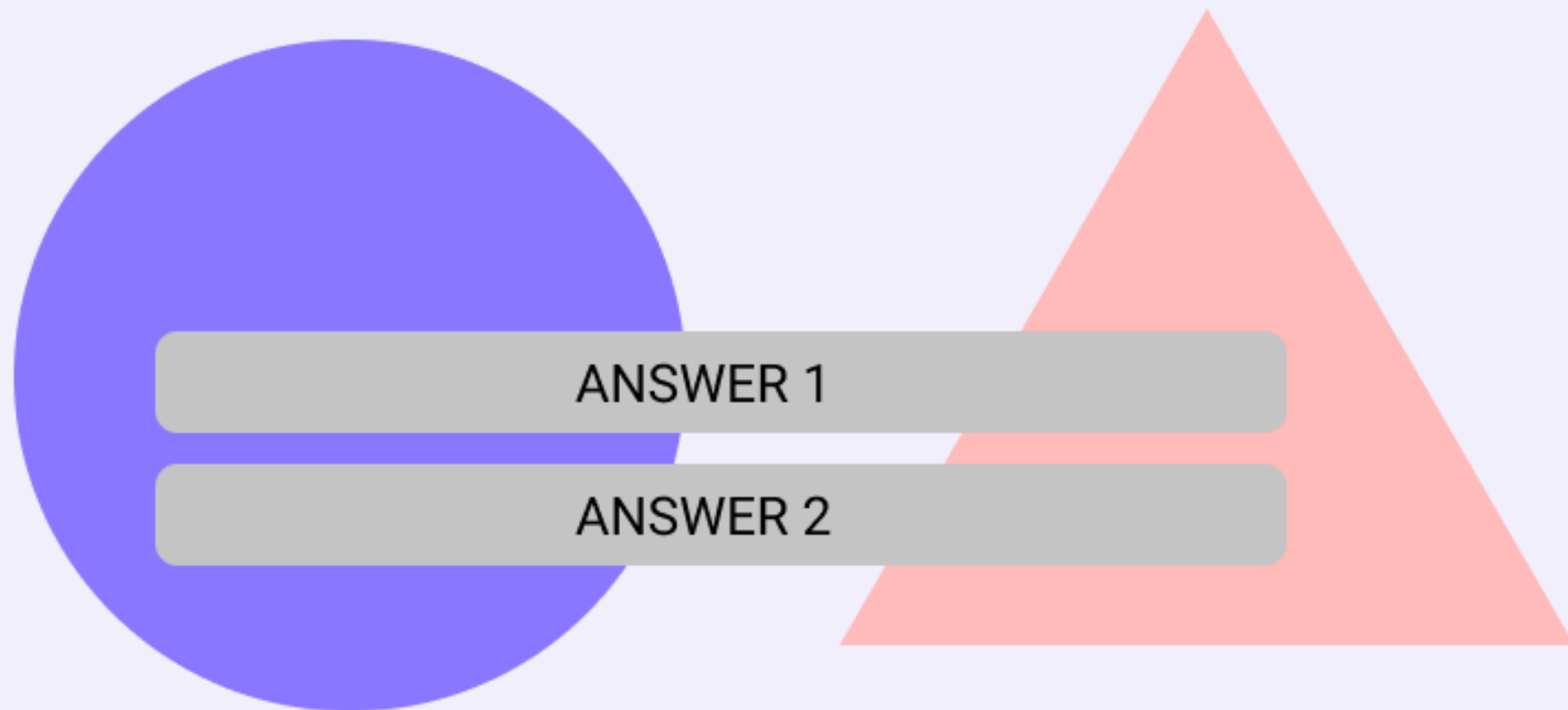
Dialogue begins within the investigator and the store owner. The screen will switch to a view of both characters up close speaking with one another, user has to tap through the conversation to gather the last bit of information to convict someone. This view will show the detail of the characters and they interacting.



Hi, Store Owner... How are you doing?
I need you to answer a few questions for
me regarding the murder of Jane Doe.

3.4 ENDING – CHARACTER INTERACTION

The user finds the last piece of evidence that the shop owner accidentally revealed that helps the user convict a person.



Hi, Store Owner... How are you doing?
I need you to answer a few questions for
me regarding the murder of Jane Doe.

3.5 ENDING – CHARACTER INTERACTION

The user finds the last piece of evidence and pieces together who killed Jane doe. The user now is still in the close up camera shot viewing two options of people to convict. The user will tap on who they think is guilty.

Who murdered Jane Doe?



THE SHOP OWNER



THE BUTCHER

3.6 ENDING – CHARACTER INTERACTION

After the user choose the shop keeper as the murderer the win screen will show and a small animation when the user chooses the right person who did the crime. The will be exciting music in the background.

They won't be getting
out anytime soon

3.7 ENDING – CHARACTER INTERACTION

If the user chooses a character other than the shop keeper a loose screen will show and a small animation informing them they did not complete the task successfully. A sound effect will play during this to convey mood.

The killer got away