# Storyboard for Virtual Robot Simulator

For our virtual robot simulator project, we have decided to create a formula 1 race car track, where the aim is to finish 5 laps in fastest time possible.

This will show a map of the track the user will be competing on. This will allow them to see when they need to make a turn.

This is the screen the user is presented with when they press start. They will be asked to enter a username.

This is the home screen for the user.

SPEED:

……………………

ENTER USERNAME

START

HIGH SCORES

CONTROLS

This will register the user’s time and score. This will update as the user continues.

QUIT

BEST RACE TIME:

BEST RACE SCORE:

MAP OF RACE TRACK

CURRENT RACE SCORE:

RACE TIME:

This does look cluttered on the screen however the screen will be larger, therefore not taking up as much space.

This will continue to display the best time and score in the duration of the game. If the user beats this, the score will continue until the user fails.