# 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.

CONTROL SELECTIONS

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W

^

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D

A

S

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The storyboard above shows the screen the user would be presented with if they wanted to change their control selection. The controls available in the game will be the WASD controls for movement or the arrow keys. These controls are commonly used in current gaming therefore it will be simple for the user to control the game.

HIGH SCORES SCREEN

SET BY

BEST SCORE

BEST TIME

The storyboard above shows the screen the user would be presented with if they wanted to see the highest scores set by users. This will give an incentive for the user to compete in the game to make sure that they are the top of the scoreboard.

QUIT

RACE TIME:

01:02:03

BEST RACE SCORE:

5000

CURRENT RACE SCORE:

500

BEST RACE TIME:

05:30:24

MAP OF RACE TRACK

SPEED: 50mph

The storyboard shows that as the user progress the score and time increase until the user finishes. The user’s score will update the high scores tables if applicable. If the user beats the best race time and score, a pop box will appear notifying the user of this.