Story & Storyboard Design Worksheet

This worksheet bundle includes two documents that will assist you in the creation of story or narrative sequences in your game, the *Story Design Worksheet* and the *Storyboard Design Worksheet*. When designing a game, it is important that you keep track of information related to scenes in your game that may convey a story line or important narrative information to the player, not just for your own reference, but potentially that of other developers working on the same project, so as to avoid conflicts or errors further down the line. It is also very helpful to plan a visual layout of any scenes or animated sequences that might contain many frames, scene changes, or story information. Each of the worksheets will be broken down and explained to further help you get started creating storyboards for your game!

Worksheet 1: Story Design Worksheet

The first worksheet is the *Story Design Worksheet.* This worksheet will help you with designing scenes and story for your players to interact with and enjoy. It can be helpful to sketch out environments or scenes you plan to have in your game to get an idea of how various parts of your game world might fit together.

This worksheet is divided into two sections. At the top of the worksheet there is a space to sketch or design an environment, character, or object, as well as a space for any notes you may wish to jot down about each design. An example of how you might fill out the sections of the worksheet is displayed below.

[Drawing Space]
The player enters this scene from the left side of the screen. There are two soldiers standing and talking next to the entrance to a dark cavern on the right side of the screen.

Worksheet 2: Storyboard Design Worksheet

The second worksheet is the *Storyboard Design Worksheet.* This worksheet will help you with designing multi-part scenes or keeping track of camera perspectives. It is helpful to plan the sequence of any animated scenes or important story related visual elements so you have a visual reference for how things might work together.

This worksheet is divided into six identical sections, each with their own space used to draw the scenery or graphics you may wish to use to convey a story to the player, as well as a space for any notes you may wish to jot down about your design. An example of how you might fill out the sections of the worksheet is displayed below.

[Drawing]
Timothy enters the scene.

[Drawing]
Close up on Timothy.

[Drawing]
Camera pans backwards.

[Drawing]
A bird flies overhead.

[Drawing]
Timothy gasps!

[Drawing]
The bird lands on Timothy.