What is a Story Board?

- Storyboards are visual representations that aid in the creation process of digital storytelling.

- Storyboards lay out images in sequential order to create the flow of the production.

- They can also include technical aspects and explanations of design.

- A storyboard visually tells the story panel by panel, kind of like a comic book.

- https://w.taskstream.com/ts/Rox/VideoGameDesign.html/f2cxce00fycucqc6c0c6cucr

Why do we use Story Board?

- Creating a storyboard will help you plan your video game out shot by shot.

- You can make changes to your storyboard before you start animating, instead of changing your mind later.

- You will also be able to talk about your game and show your storyboard to other people to get feedback on your ideas.

Why Story Board in SA?

- Used during the planning stage

- Defines structure before coding

- Clarifies system flow

- Supports Context Diagram & Level 0 Diagram

- Identifies features and responsibilities

Things to keep in mind

Frames

- 7 or more complete frames

- Each frame includes picture and written explanation

- Frames are neat and flow logically

Story & Writing

- Clearly shows story beats and game intent

- Written in complete sentences and paragraphs

- Story flows and makes sense

- Strong main character description

- Clear mission/goal for the game

Story Board

Super Mario Bros

Background Story of Super Mario Bros

The Mushroom Kingdom has been invaded by Bowser, the King of the Koopas. Bowser has captured Princess Peach and transformed the kingdom's citizens into blocks and stones. Mario sets out on a mission to defeat Bowser and rescue the princess.

Main Characters

- Mario — The hero and playable character

- Princess Peach — The character who must be rescued

- Bowser — The main antagonist

Scene 1: Title Screen

- **Dialogue:**

  (None – background music plays)

- **Action:**

  The game displays the title screen. The player selects "1 Player Game."

- **Notes:**

  Introduces the game objective and begins player interaction.

Scene 2 : Beginning The Journey (World 1-1)

- **Dialogue:**

  Mario: "Let's rescue Princess Peach!"

- **Action:**

  Mario enters World 1-1. The player learns to move and jump.

- **Notes:**

  Introduces movement mechanics and level design.

Scene 3 : First Enemy Encounter

- **Dialogue:**
  (No spoken dialogue)

- **Action:**
  Mario encounters a Goomba. The player jumps on it to defeat it.

- **Notes:**
  Introduces basic combat mechanics.

Scene 4: Power-Up Discovery

- **Dialogue:**
  (No dialogue)

- **Action:**
  Mario hits a question block and collects a mushroom.

- **Notes:**
  Demonstrates power-up system and player progression.

Scene 5: Increasing Difficulty

- **Dialogue:**
  (No dialogue)

- **Action:**
  Mario jumps across larger gaps and avoids multiple enemies.

- **Notes:**
  Shows increasing challenge and player skill development.

Scene 6: Castle Level
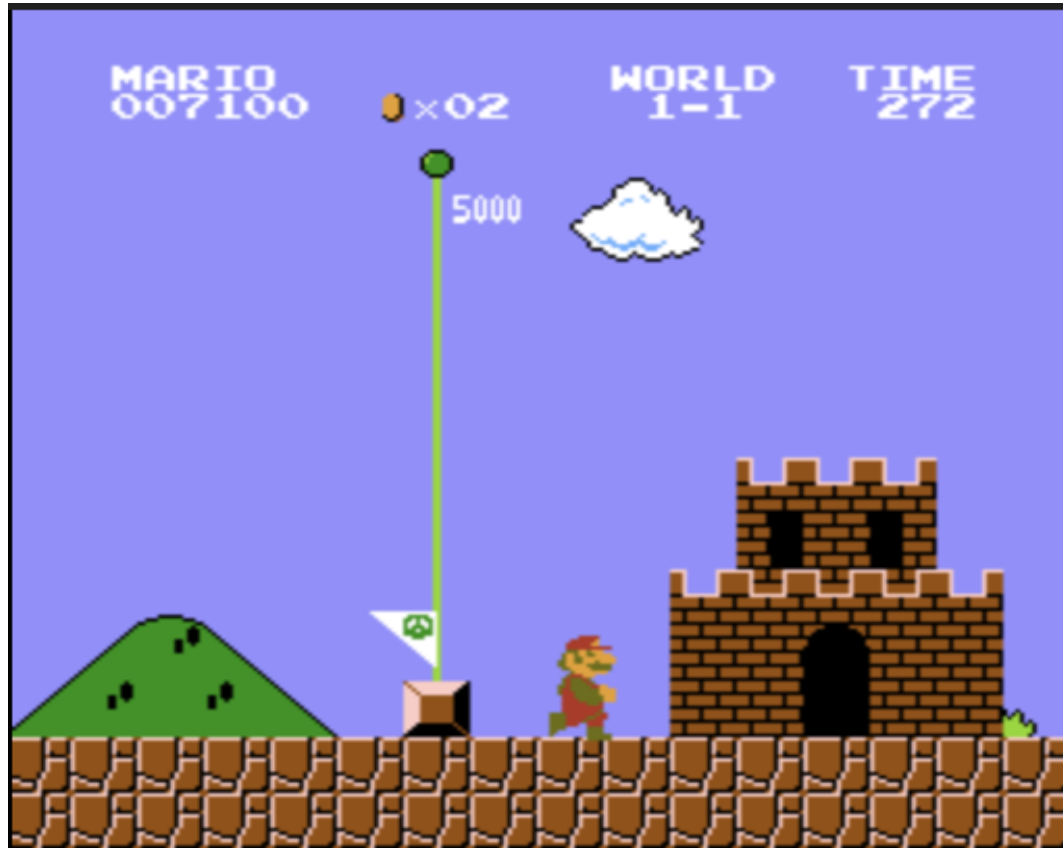
Dialogue:
 (None)

Action:
 Mario navigates fire traps inside Bowser's castle.

Notes:
 Final challenge before boss encounter.

Scene 7: Final Battle & Resolution

Dialogue:
Bowser: "You'll never defeat me!"
Mario: "Here we go!"

Action:
Mario avoids Bowser's fire and defeats him.

Notes:
Climax of the story. Conflict resolution.