Start Screen	Game Initialised	Arrows Spawn

[GAME TITLE]

[INSTRUCTIONS]

START

Flight: 10 km

Flight: 50 km
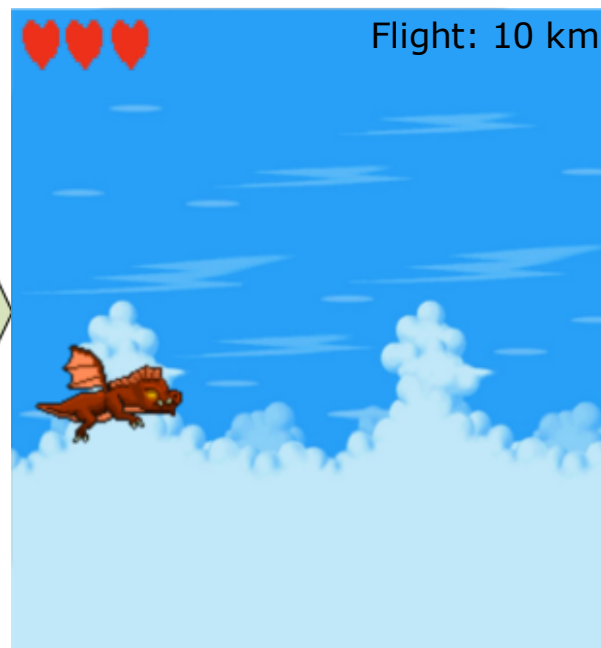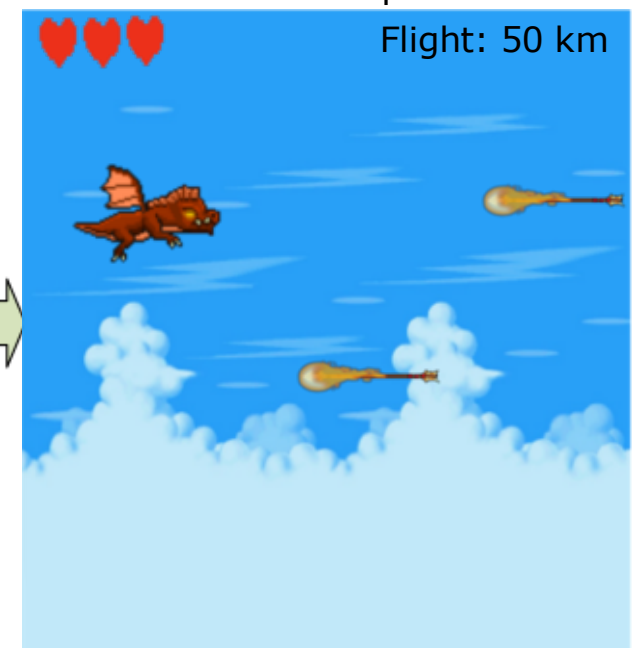
Start Screen

Sound FX: Start Button Click _____

_____

Music: Title Screen Music _____

Camera: Orthographic Projection

Props: UI(Title Text, Instruction Text, Start Button) Background

Characters: None _____

_____

Transition to game: Start Click

Game Initialised

Sound FX: Game Start Sound _____

_____

Music: Main Level Music _____

Camera: Orthographic Projection

Props: UI (Life Hearts, Flight Score) Background

Characters: Player Character (Dragon)

_____

Arrows Spawn

Sound FX: Arrow Spawn ,Player Movement

_____

Music: Main Level Music _____
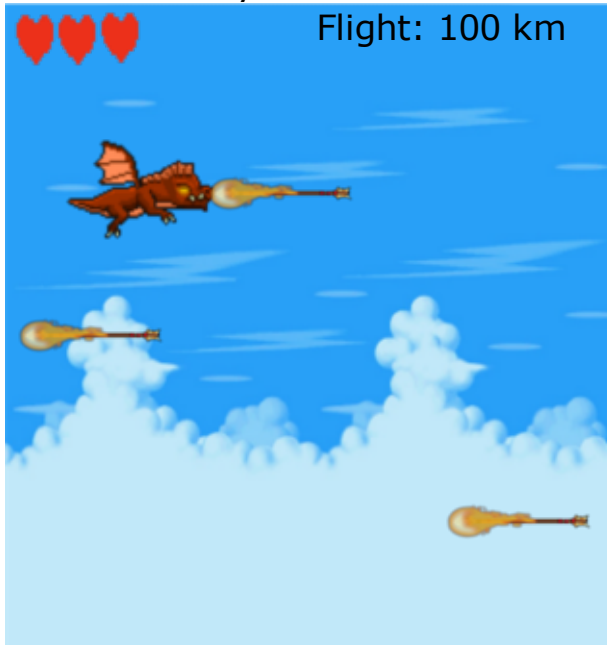
Camera: Orthographic Projection

Props: UI (Life Hearts, Flight Score) Background   Arrows _____

Characters: Player Character (Dragon)
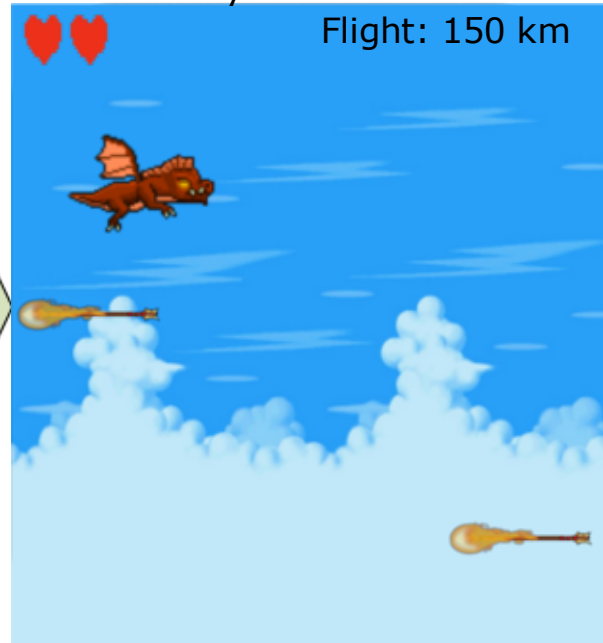
_____

    Storyboard Template
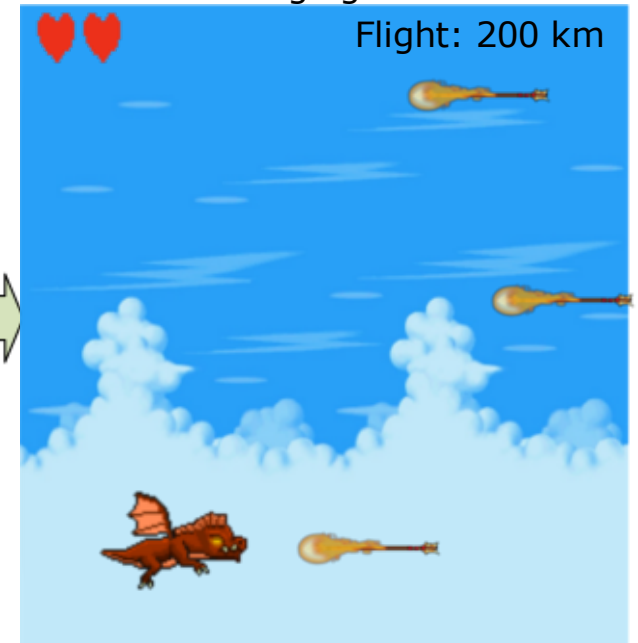
Player Hit

Flight: 100 km

Player Loses Life

Flight: 150 km

Dodging Arrows

Flight: 200 km

Sound FX: Player Damage Sound
Arrow Spawn Sound

Music: Main Level Music

Camera: Orthographic Projection

Props: UI (Life Hearts, Flight Score)
Background   Arrows

Characters: Player Character (Dragon)

Sound FX: None

Music: Main Level Music

Camera: Orthographic Projection

Props: UI (Life Hearts -1, Flight Score)
Background   Arrows

Characters: Player Character (Dragon)

Sound FX: Arrow Spawn ,Player Movement
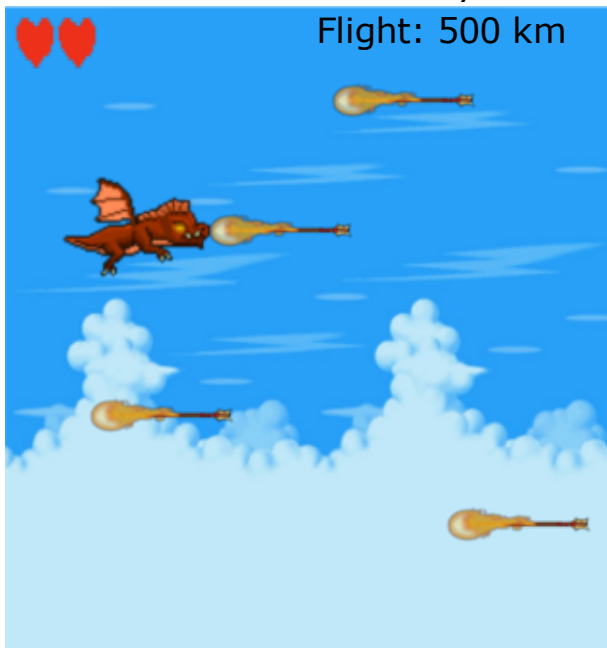
Music: Main Level Music

Camera: Orthographic Projection
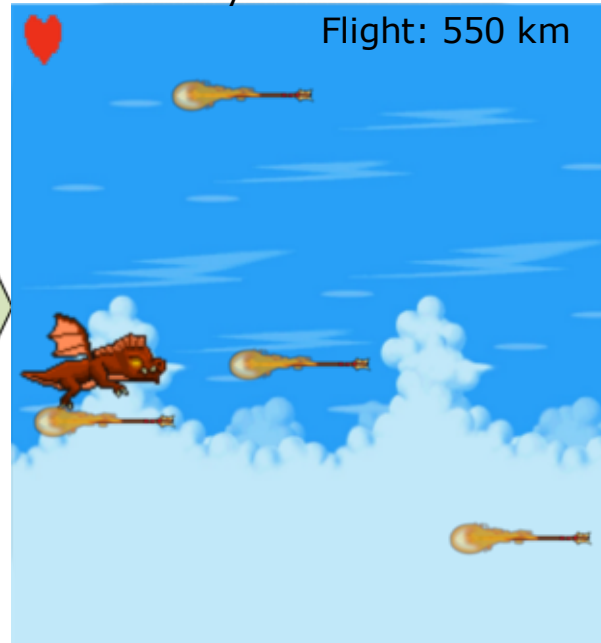
Props: UI (Life Hearts, Flight Score)
Background   Arrows

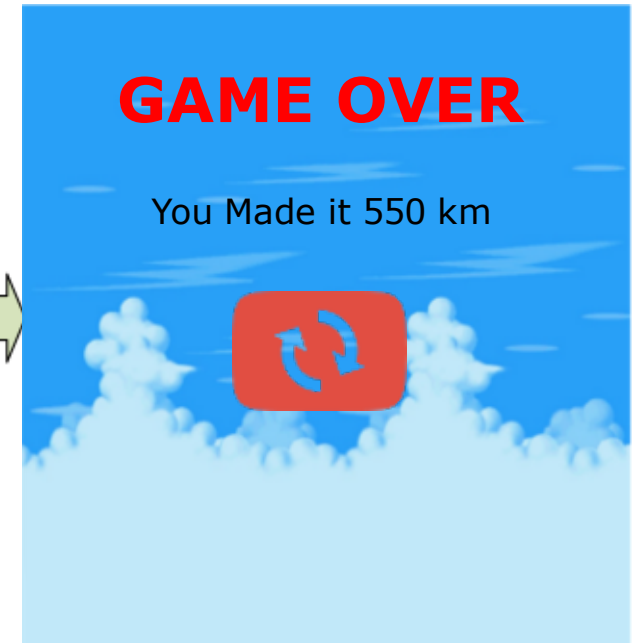Characters: Player Character (Dragon)

Increased Difficulty

Flight: 500 km

Player Death

Flight: 550 km

Game Over Scene

GAME OVER

You Made it 550 km

Sound FX: Player Damage Sound
Arrow Spawn Sound

Music: Danger Music (Last life)

Camera: Orthographic Projection

Props: UI (Life Hearts, Flight Score)
Background Arrows

Characters: Player Character (Dragon)

Sound FX: Player Death Sound

Music: Danger Music (Last Life)

Camera: Orthographic Projection

Props: UI (Life Hearts -1, Flight Score)
Background Arrows

Characters: Player Character (Dragon)

Sound FX: Replay Button Click

Music: Game Over Music

Camera: Orthographic Projection

Props: UI (Game Over Text, Player Score, Replay Button)Background

Characters: None