

02.

04.

03.

Storyboard

Start Page

Action/Plot:

Movie poster.

Sound/Music:

None.

Time:

Until the user clicks on the grail.

Interactive elements:

The grail should be clicked for the animation to start.



Scene 1



Action/Plot:

God appears on the sky. He assigns a mission to The Knights of the Round Table.

Sound/Music:

Monty Python and The Holy Grail main theme song.

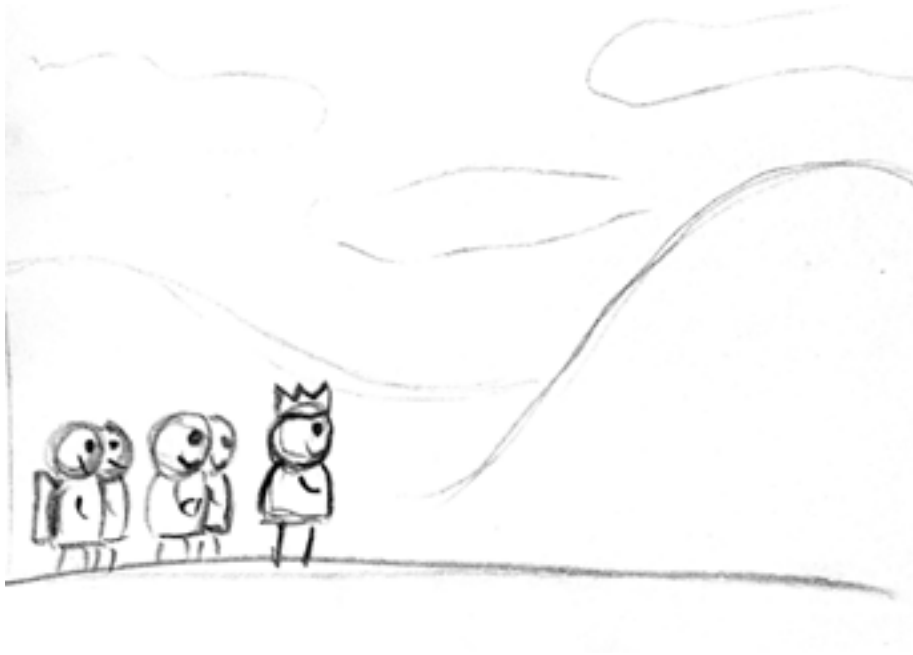
Time:

10 seconds.

Interactive elements:

None

Scene 2



Action/Plot:

All the knights of the “Round Table” walk together ahead for the start of the quest.

Sound/Music:

Monty Python and The Holy Grail main theme song.

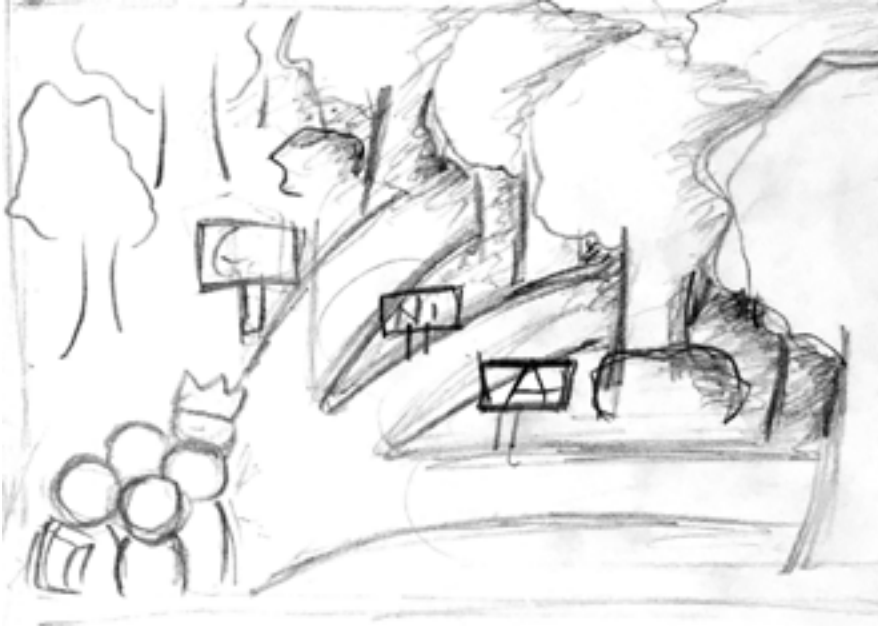
Time:

5 seconds.

Interactive elements:

None.

Scene 3



Action/Plot:

The user is redirected to the forest.

Sound/Music:

Monty Python and The Holy Grail main theme song.

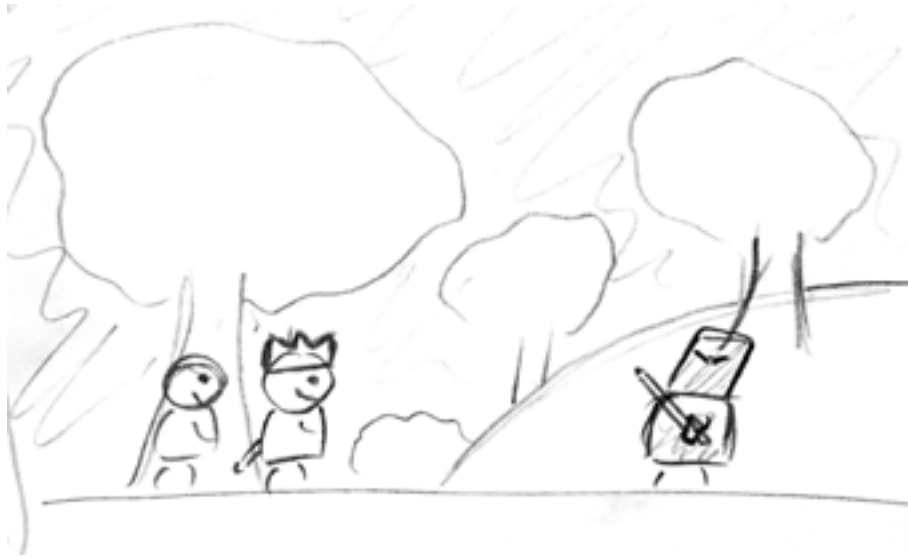
Time:

Until the user decides on the way he wants to go.

Interactive elements:

Choosing between 2 ways that are left.

Scene 4



Action/Plot:

King Arthur fights against the Black Knight.

Sound/Music:

Monty Python and The Holy Grail main theme song.

Time:

Depends of how quick the user clicks on King Arthur.

Interactive elements:

If the user clicks on King Arthur, he will attack the Black Knight until his arms and legs are gone.

Scene 5



Action/Plot:

The user is redirected to the forest.

Sound/Music:

Monty Python and The Holy Grail main theme song.

Time:

Until the user decides on the way he wants to go.

Interactive elements:

Choosing the last possible way.

Scene 6



Action/Plot:

In this scene, brave sir Robin and his suite meets Three-headed Giant. They want to continue, but the Giant stops them and he is deciding if he kills them or no. Meanwhile, our brave suite runs away.

Sound/Music:

Monty Python and The Holy Grail main theme song.

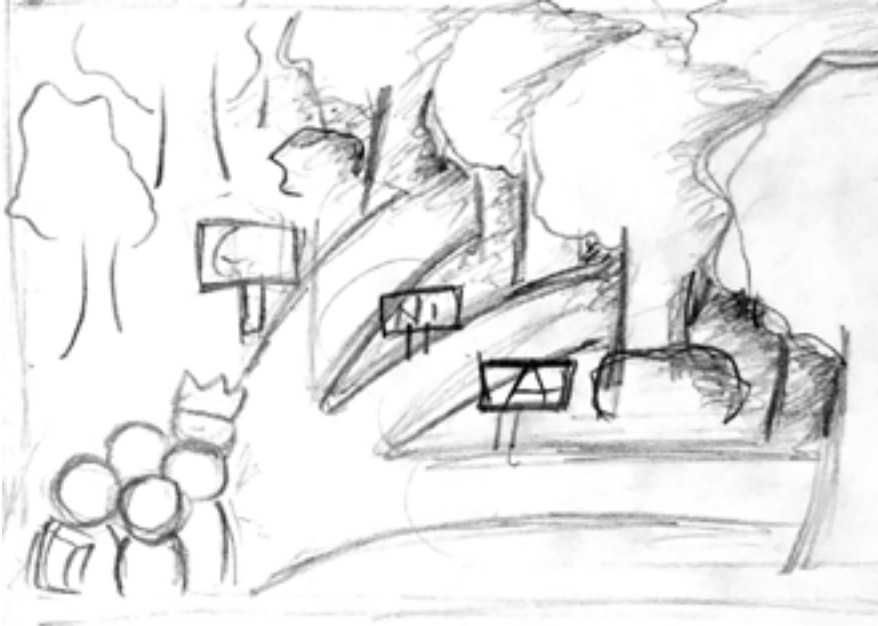
Time:

12 seconds.

Interactive elements:

When the user clicks on the Giant, the Giant starts to speak.

Scene 7



Action/Plot:

The Knights of the “Round Table” are in the forest. They split up and decide which one of the three ways they want to go.

Sound/Music:

Monty Python and The Holy Grail main theme song.

Time:

Until the user decides on the way he wants to go.

Interactive elements:

Choosing between 3 ways.

Scene 8



Action/Plot:

In this scene Lancelot encounters a group of knights that keep saying “Ni” in order to repel Lancelot.

Sound/Music:

Monty Python and The Holy Grail main theme song.

Time:

Until the user clicks on Lancelot.

Interactive elements:

If the user clicks on the “Ni” leader, the sound “Ni!” will play and the scene ends when the user clicks on Lancelot.

Scene 9



Action/Plot:

The knights of the “Round Table” continue their journey to find the Holy Grail, then the screen turns black and some text appears, as shown in scene 8.1

Sound/Music:

Monty Python and The Holy Grail main theme song.

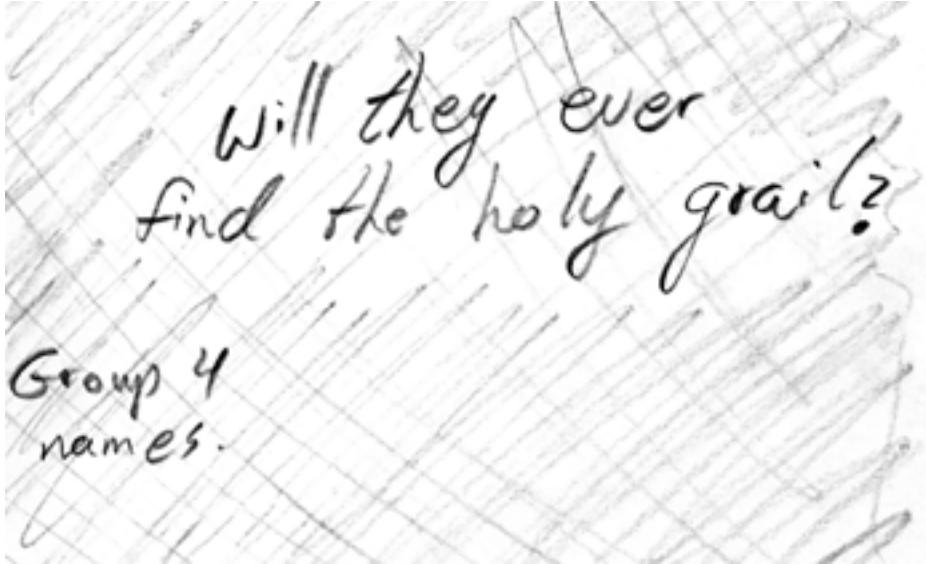
Time:

5 seconds.

Interactive elements:

None.

Scene 10



Action/Plot:

The screen turns black and some text appears, as displayed.

Sound/Music:

Monty Python and The Holy Grail main theme song.

Time:

5 seconds.

Interactive elements:

None.

End



Action/Plot:

The final movie poster with the Grail and faces of the authors of this animation in it will show up.

Sound/Music:

None.

Time:

5 seconds.

Interactive elements:

None.