



COMMENTS

All story branches in StoryPlay follow this same basic structure:

START
CHOICE 1
CHOICE 2
END

Choosing either option takes the user to a different branch in the story, resulting in a different ending.

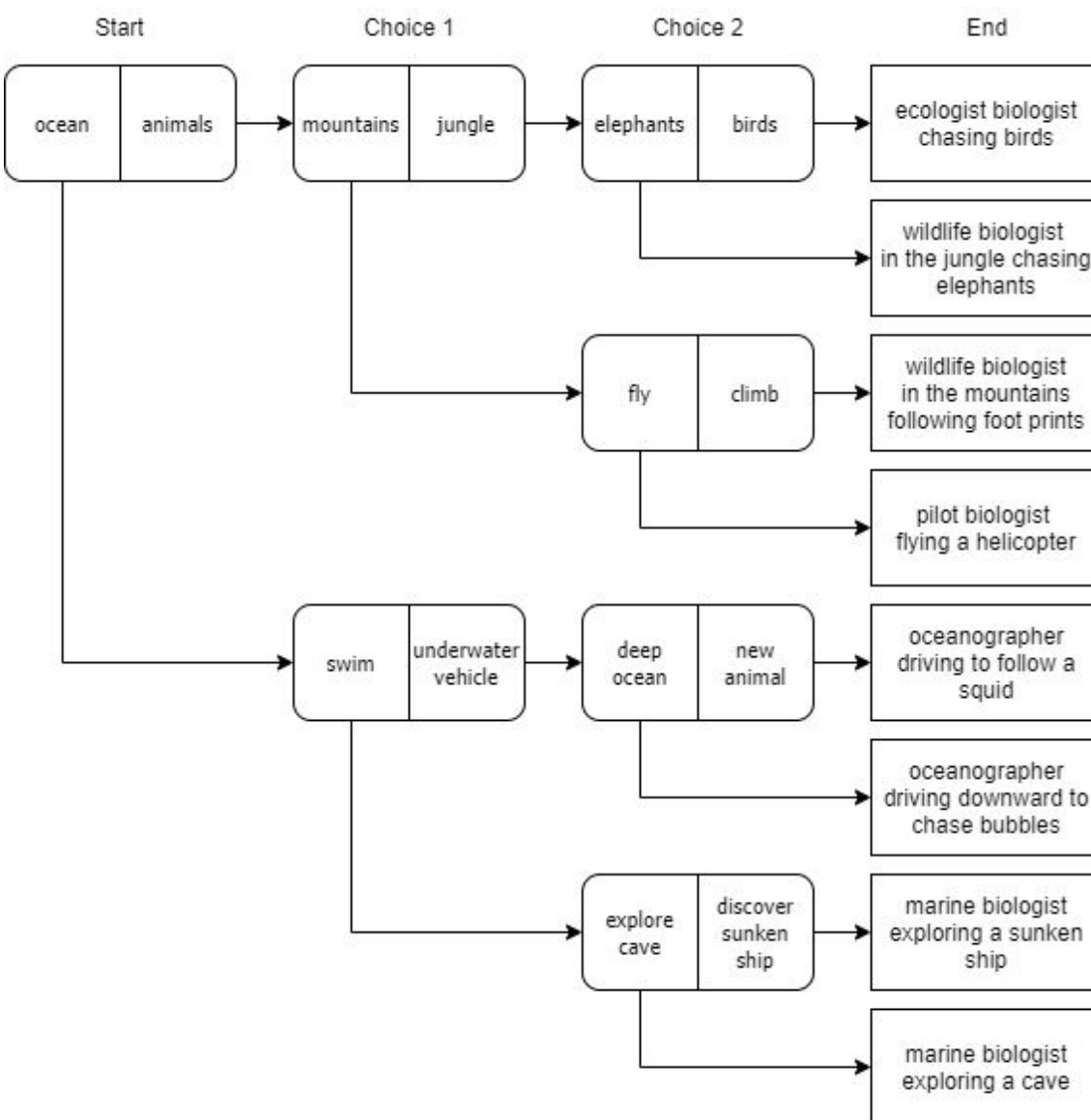
This means that this one career (Scientist) results in 8 different career specialties. More choices can be added in the future to increase the number of careers and specialties.

At any point while playing the game, the user can mute the game by pushing the  button. They can also restart the game from the beginning by pushing the  button.

Text fades in, one line at a time, synced with narration, then fades out.

One line at a time will allow for larger text, which is easier to read. Kids can learn to read as they learn about these careers.

The image in background will be representative of the story. An image representative of the career will be animated in front of this background.



COMMENTS

This diagram shows the story flow of the Scientist career in StoryPlay.

Starting with a concise story and a manageable number of final states will help us ensure we are developing the app exactly how you want it. Once that is done, it can be expanded to include more options, careers, and specialties.

At each decision stage, the user is presented with a choice between two options. How these choices are represented will change throughout the development of the game:

SPRINT 1:

-text description

SPRINT 2:

-image representation

SPRINT 3:

-narrated description with an animated image

Some final careers are the same, but the setting is different.