Video storyboard

Scene#	Duration	Function	Who's speaking	Visuals	Narration
e.g.:	0:00-0:30	What function/s will you cover in this section?	Who is presenting this section?	Describe or paste in thumbnails of the visual progression of your demonstration	Plan your narration. Create a list of discussion points you need to cover.
1.	0:00 - 0:30	Introduction	Liangdi Jer (Arthur) Harry	Very simple Powerpoint	Quick intro Someone introduces the whole team everyone introduces themselves and what they will be covering
2.	0:30 - 1:10	Show technology stack	Liangdi	Show the config files and initialised files of the project	
3.	1:10 - 1:40	Compilation of the application	Liangdi	Demonstrate on command line to serve the build files in VS Code	1 - npm install 2 - npm run build 3 - npm run preview
4.	1:40-2:00	Empty Board	Liangdi	Game scenario in browser window	1 - Demonstrate that each player will have 9 pieces. 2 - Talk briefly about the instruction message displayed in the middle of the board. 3 - Demonstrate the function of the reset button.

5.	2:00-4:00	Detection of mills (1 or 2) and piece removal	Jer (Arthur)	Game scenario in browser window	1 - show a mill being formed 2 - show removal of opponent piece after forming mill 3 - show 2 mills being formed at same time 4 - show
6.	4:00-5:10	Place, slide, fly (Show rejection of invalid moves) Demonstrate invalid moves being rejected	Harry	Game scenario in browser window	3 game scenarios 1 - show placing pieces 2 - show moving/sliding pieces 3 - show flying pieces 4 - place piece on non-empty square 5 - trying to remove own piece or opponents piece which is in mill
7.	5:10-6:00	Detection of end game (Demonstrate 2 scenarios)	Harry	Game scenario in browser window	1 - show winner when opponent has less than 2 pieces 2 - show winner when opponent has no valid moves left