TABLE OF CONTENTS

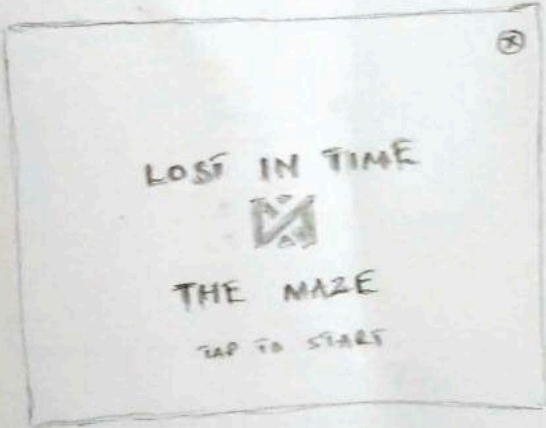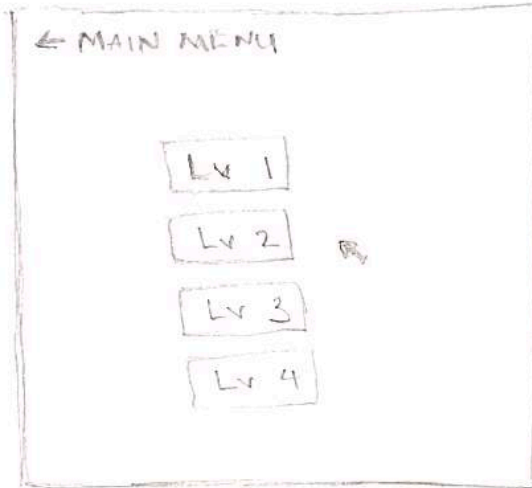**GAME TITLE: LOST IN TIME – THE MAZE**

1. OVERVIEW

This storyboard presents the flow of actions for the game showing how the game flows for the menu fragment of the game as well as the game play. This storyboard is presented in a simple straightforward manner, where hand sketches have been employed to provide visual illustration of the events or actions per screen or event. This storyboard provides a clearer understanding of the entire game flow and is expected to serve as a guideline for the design and development team when implementing the game.

2. STORYBOARD FOR MENU ACTIVITIES

This section of the storyboard presents the flow of events for the menus present in the game.

Screen	Sketch	Description
Title screen	LOSÍ IN TIME THE MAZE TAP TO START	The first screen the player is greeted with when they open the game. This screen will show the game logo and game name. **Actions:** Player will press any key to move to the main menu. **Music:** Pelangi by Hivi! **Sound:** Crash sound when key is pressed.
Main menu		This screen presents a list of options to the player that includes the level selection menu, options menu, help menu, and exit. **Actions:** The player can click on any given menu or navigate with the arrow keys and press enter

		on the desired menu. **Music:** Bad Guy by Billie Eilish. **Sounds:** Crash sounds when an option is clicked or selected.
Level selection	← MAIN MENU Lv 1 Lv 2 Lv 3 Lv 4	This screen presents the list of levels which the player can select and play. Any selection will open the game screen with the game with the specified level. This screen also provides an option to go back to the main screen. **Actions:** The player can click on any given level option or navigate with the arrow keys and press enter on the desired level. **Music:** Bad Guy by Billie Eilish. **Sounds:**
Pause menu		This screen is met when the player presses on the pause button on the game screen. This screen provides options for quitting to the main menu,

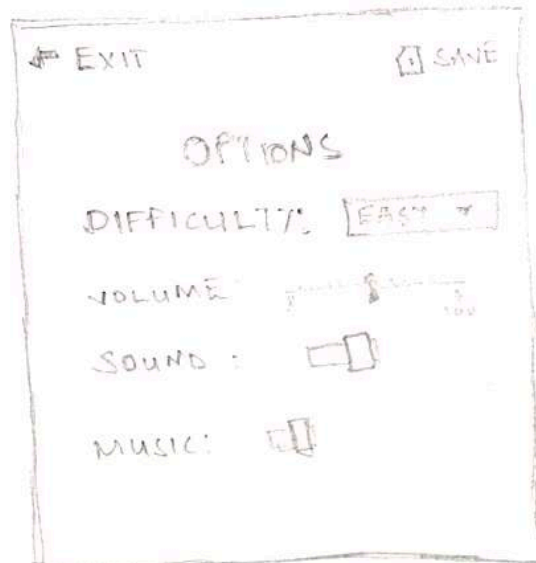|		
	GAME PAUSED RESUME TUTORIAL EXIT	resuming and tutorials. **Action:** The player can click on any specified option or navigate with the keyboard arrow keys and press enter on a desired option. **Music:** Bad Guy by Billie Eilish. **Sounds:** Crash sound on click or press enter on an action.
Options	EXIT SAVE OPTIONS DIFFICULTY: [EASY ▾] VOLUME SOUND : MUSIC:	This screen provides the game setting such as setting difficulty level, adjusting volumes and setting sounds and music to on or off. This screen provides options for saving the configurations or exiting to the main menu. **Actions:** Adjusting volume, difficulty of the game, set music save and/or exit to main menu. **Music:** Bad Guy by Billie Eilish. **Sounds:** Crash sound when a configuration is set and click sound on volume adjustment.

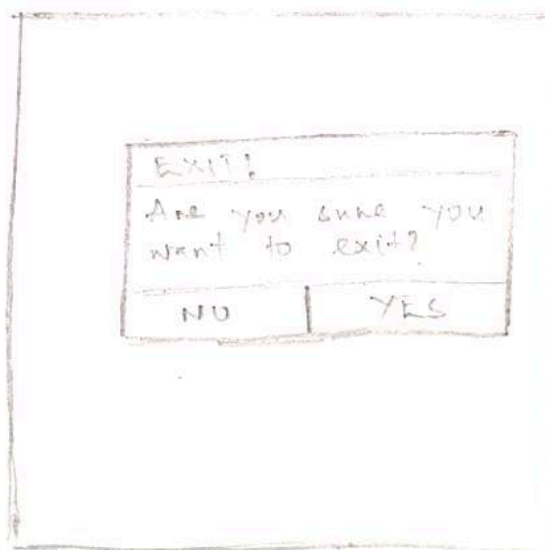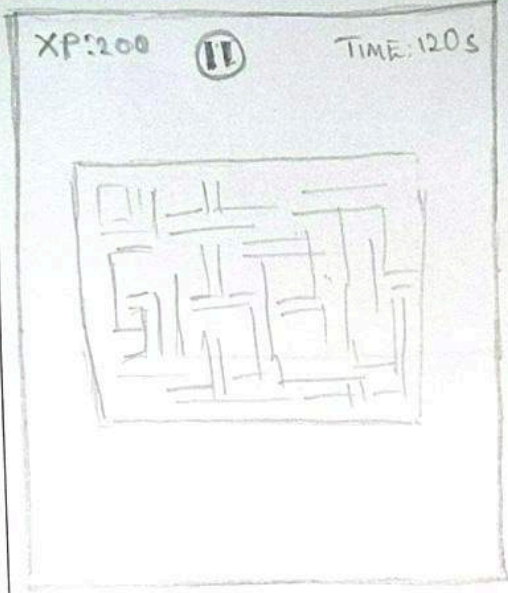| Help / tutorial		This screen provides a description of how the game is played by showing the navigation keys and explaining the game play briefly to the player.
		Action: Navigating back to the main menu.
		Music: Bad Guy by Billie Eilish.
		Sound: Crash sound when the back key is pressed.
Exit		This screen is reached when the player clicks on the exit menu. It provides an alert to confirm the player's action for exiting.
		Action: Exit the game or navigate back to the main menu.
		Music: Bad Guy by Billie Eilish.
		Sound: Crash sound when any option is selected on the alert box.

3. STORYBOARD FOR GAME PLAY ACTIVITIES

This section presents the flow of actions and events during the actual game play.

Screen / event	Sketch	Description
Game screen	XP:200 (II) TIME: 120 s (maze sketch)	This presents the maze in a top down perspective. The screen features a maze and HUD features. **Actions:** Playing the game and pausing the game. **Music:** Emptiness by Jin Garden **Sound:** Click sound on player movement and crash sound on pausing the game.
Character movement		This involves moving the character with the navigation keys as part of the game play. **Sound:** Click sound per move.
Time slowdown		This event comes up when the ALT key is pressed. It involves a timer pop-up that counts the duration of the effect.

		Action: Slowing down the timer. **Music:** Emptiness by Jin Garden. **Sound:** Clock ticking sounds and click sound as the player keeps moving.
Time freeze		This event is triggered when the SHIFT key is pressed. A timer pop-up appears to show the count-down of the effect duration. **Action:** Stopping the timer. **Music:** Emptiness by Jin Garden **Sound:** Clock ticking sounds and click sound as the player keeps moving.
Time up / Game losing		This event comes up when the player fails to navigate through the maze on time. It signify the end of the game with a loss. The player is presented with options to replay the game or exit to the main menu. **Actions:** Exit the game or replay level.

		Music: Emptiness by Jin Garden **Sound:** Crash sound when any option is selected.
Completing level		This event comes up when a level is completed. The score is displayed and options for replay exit or move to the next level are presented. **Actions:** Exit, replay level or move to the next level. **Music:** Emptiness by Jin Garden **Sound:** Crash sound when any option is selected.

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