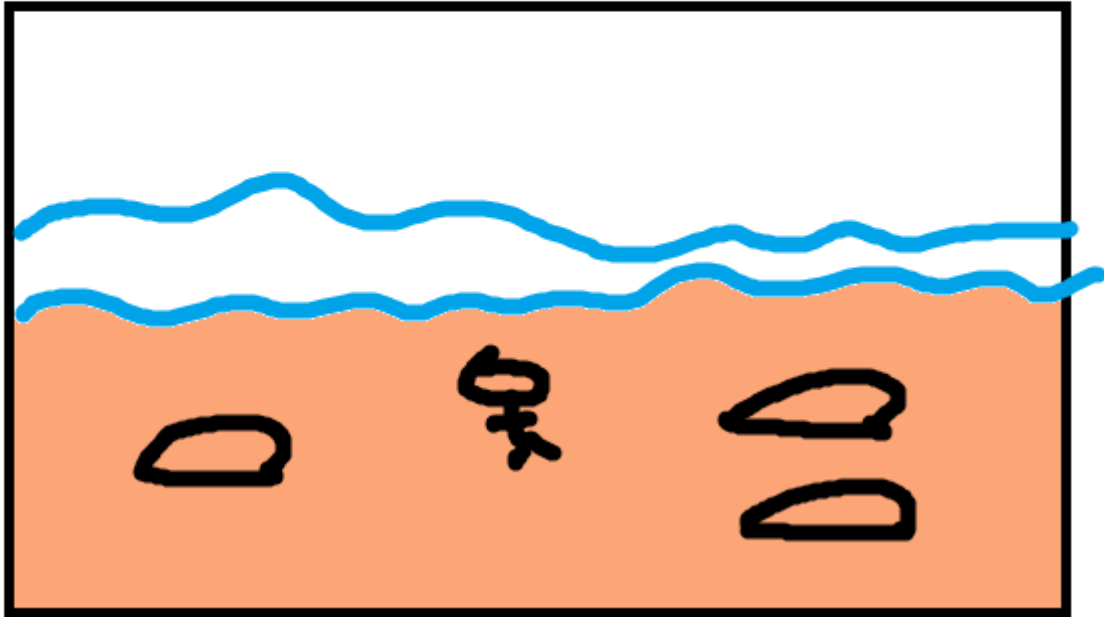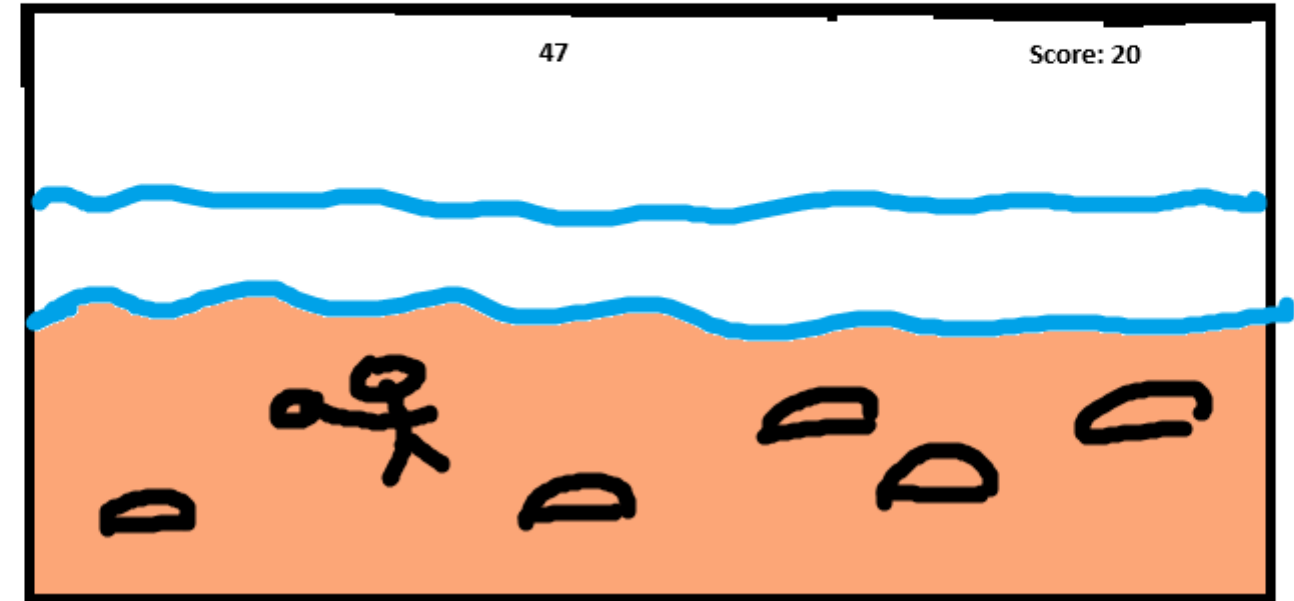# Storyboard for "Worm catching game". This is a very early draft of the game.
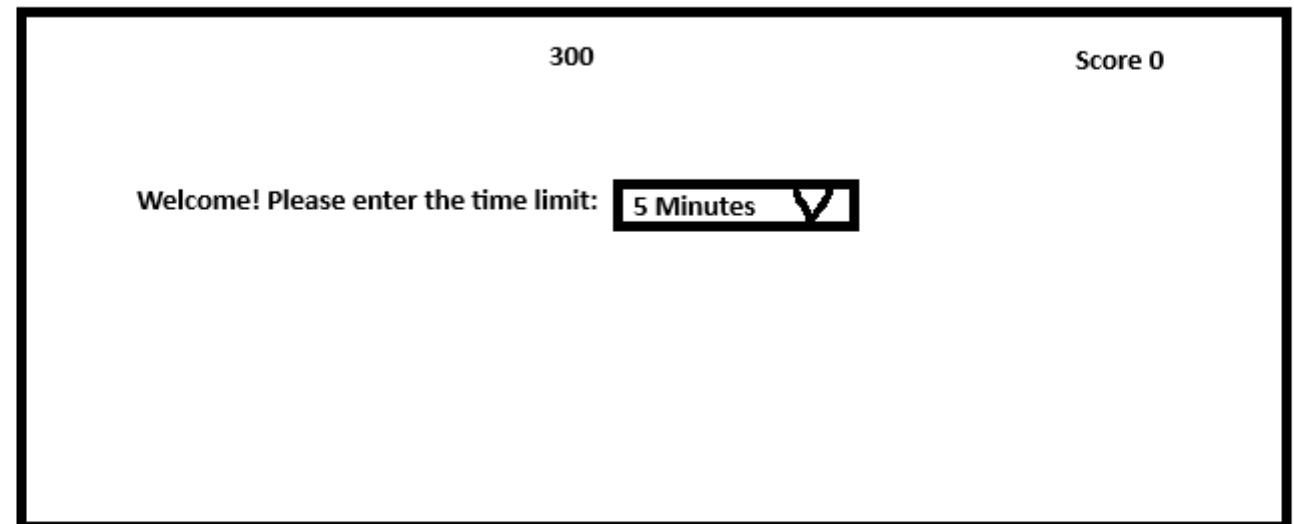

Player standing in the middle of the beach with worms spawning around them. Character can be moved with W, S, A, D.

47 **Score: 20**

Player moving around attempting to catch the worms moving in the sand. Timer and score are both displayed at the top of the game canvas.

0 **Score: 56**

Game over! Play Again?

When the timer runs out, the canvas will be cleared, and a game over message will display.

300 **Score 0**

Welcome! Please enter the time limit: | 5 Minutes ▽ |

5 Seconds after the timer runs out, the webpage will be reloaded. The user can either start the game with a default time of 1 minute, or change the time up to 5 minutes using the drop down menu.

Worm Catching Game!

134   Score: 43

Game Description:
Catch as many worms you can within the time limit! The worms will appear as moving
circles in the sand.

Controls:
W: Move Up
S: Move Down
A: Move Left
D: Move Right
Spacebar: Catch Worm