

Storyboard Scene1 Scene3 scene2 Scene4 Game Start Game Over **During Gameplay** Screen: Game canvas with the **Game Started** animated character in the Screen: Game Over Screen: Homepage. Screen: Continuously middle. message and score updating game canvas. Elements: Elements: Game title, displayed on screen. Elements: Character appears in center. instructions, a New toys appearing Elements: 3 toys drop from the top into random locations. dropdown to choose Final score displayed. randomly game duration and a "Restart" button appears Existing toys shrink and Timer and Score display on Start button. for replay. System Response: fade over time. screen. User Action: User Action: **User Action: Player** Game over sound plays. Player navigates to collect Player moves using arrow keys reads the instructions Game loop stops. toys before they vanish and or WASD. and clicks "Start". sound played when toy User Action: Player presses spacebar near a Player can click "Restart" collected successfully. also toy to collect it. System Response: again to play a new plays the sad sound if failed System Response: startSound plays and to collect. round. game initializes. Character animates based on System Response: direction. Timer counts down. Toys animate through their Collected toys are removed, stages (move \rightarrow wait \rightarrow sink \rightarrow new toys spawn. disappear). Uncollected toys vanish after some time. On successful collection, toy

disappears, score increases, successSound plays.

On failure, failSound plays.