

Storyboard

Menu 1.0 – Menu

Display

Action - Player choose our game to play and get directed to main page.

Player is in the first interface of the game to choose what to do next!



Storyboard

Scene 1.1 – Chose shop

Action – Player is now in the shop to select characters, buy weapons and outfits.

Player gets new weapon and new character for the game. Player can choose to upgrade his weapons by using the coins after the game.



Storyboard

Scene 1.2 – Chose Character(Player)

Action – Player wants to change the character with desired superpower.
The characters has different special powers, player choose the one with high jump.



Storyboard

Scene 1.3 – Chose achievement

Action – Player wants to see the Achievements.

Notes – By the achievement screen he took a look at his previous rank, total coins, the power ups before the game starts.





Storyboard

Menu 1.4 – Chose settings

Action - Player Choose Settings from menu.

By using the settings, the player changes the volume, difficulty level, know about the keyboard usage.

Storyboard

Scene 2.0 – Entered to Battlefield

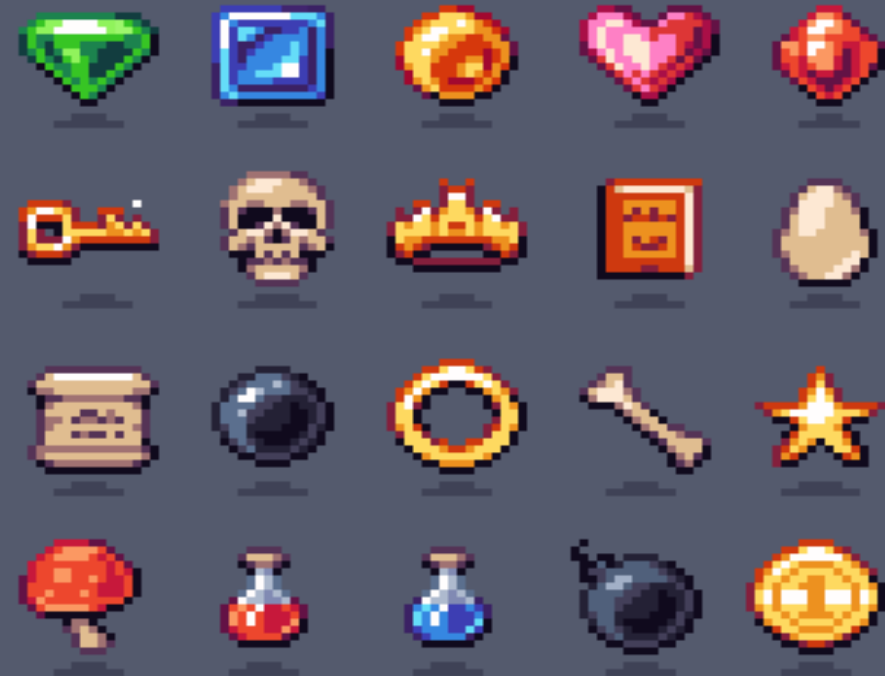
Here, players will step onto the battlefield, marking the beginning of the game.



Storyboard

Scene 2.1 – Collecting Collectables

Before the battle begins, players have 30 seconds to collect essential collectibles from the surrounding area. Weapons, armor pieces, and potions are spread over the scene. Some items are hidden in crates, while others might be found near fallen warriors or supply caches. Collecting these resources before the fight starts provides a crucial advantage, enhancing combat effectiveness and survival chances.



Storyboard

Scene 2.2 – Attack Moves

For attack moves, players have four primary moves: Jump, Crouch, Kick, and Punch. These attacks will help in dodging high attacks and executing low strikes, knocking back enemies and a reliable attack for close-range combat.



Storyboard

Scene 2.3 – Change in health bars

The health bar starts full and green but gradually shifts to red as damage accumulates.



The player engages in battle, and with each hit, the health bar starts to turn into red, indicating decreasing health.

When the health bar becomes completely red, the player dies, triggering a game-over screen.



Storyboard

Scene 2.4 – Using special powers

A bright energy field surrounds the player, changing color based on the power used.

The player activates a special ability, such as a speed boost, enhanced attack, or temporary invincibility.

This mechanic allows players to turn the tide of battle, offering momentary advantages that require strategic timing.



Storyboard

Scene 3.0 – Game End

The screen fades to black or display a dramatic final animation.

The player either achieves victory to become the Legend of Warriors or faces defeat and die in the battlefield.

A victory or defeat message appears, accompanied by relevant visual effects.

