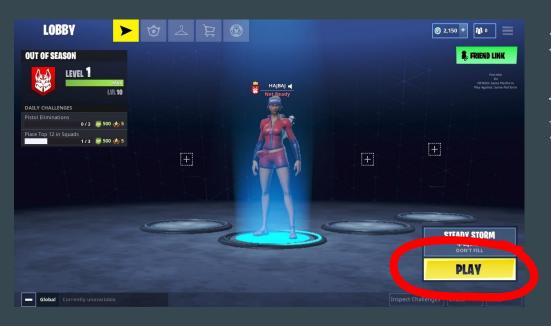# Storyboard

Notes: Lobby screen example

Action: Player starts the game and begins in the lobby.

Dialogue: This is the lobby. You can see your level, alter your skill tree, and click 'play' to get into a match.

Storyboard

Notes: Lobby screen example

Action: You click 'play' to get into your first match.

Storyboard

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Notes: Battlefield example

Dialogue: Fight waves of computer science concepts to complete the stage. Buy different weapons from the CS teachers to ward off these monsters.

Storyboard

Notes: Battlefield example

Action: You defend yourself against waves of enemies by using the weapons and utilities you start with.

Action: The enemies you kill drop gold for the shops and exp for the skill tree.

Storyboard

Notes: Battlefield example

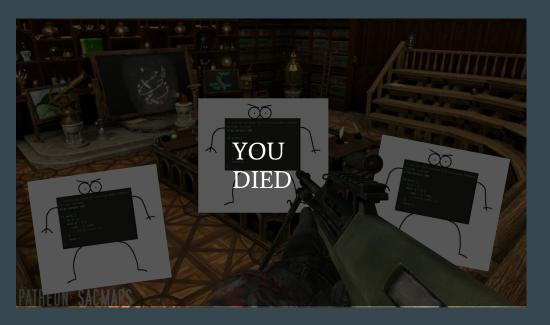**Action:** You interact with the shop vendors (CS teachers).

Dialogue: (Bolden) What do you need?

Action: You purchase weapons, weapon upgrades, utilities, etc. from the vendor to get through the waves of enemies.

Storyboard

Notes: Battlefield example

Notes: The new weapon seen was obtained by visiting the shop vendors.

Action: You get overwhelmed with the waves of enemies and die.

Action: You are returned to the lobby.

Storyboard

Notes: Lobby screen example

Action: You open the skill tree and spend your skill points to upgrade abilities that make clearing waves easier.

Action: You click 'play' to try again.

Storyboard

Notes: Battlefield example

Action: You defeat the waves of enemies, purchase weapons from the shops, defeat more waves, etc.

Storyboard

Notes: Battlefield example

Action: The final boss spawns after a .

Action: You kill the boss.

Storyboard

Dialogue: You've defeated the final boss! Congrats on getting through the computer science degree!