

Milestone

Storyboard Level 2

CS 470 - Game Development
Storyboard Document Pt.2
Dr. Kerbs
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Group: 5

Game Name: Aqueduct Adventures

Storyboard details: this is a textual outline of what our game's Level 2 contains

NT - New tool! - marked below anywhere the user learns of a new tool; in the game, we will use arrows or pop-up blurbs to clue them in.

Back from Level 1 (to give a sense of continuation / remind us where we left off)

Slide 20:

(fade in that covers map) LEVEL 1 COMPLETE! transition to exit scene

Exit - some key point along aqueduct to mark completion of first half

Exit city: Big Pine (right on the division line on the map): could use a graphic with a big pine tree

BEGIN Level 2:

Slide 21:

We are sent back to Global Map (finger scrollable up/down that shows all 6 stages) after the successful completion of Level 1

Slide 22:

Level 2, stage 1: intro screen (map overlay) with start button

Entry - Southern Owens Valley

Graphics: zoomed-in to the stage portion of the map with buttons and text overlayed

Slide 23:

Stage 1.1: introduction information/animation with skip button option

Graphics: (historical figure) narrator's face, same background as Level 1 for consistency

Slide 24:

Stage 1 Graphics: Southern Owens Valley:

Stage 1.2: **TODO** fill in level ideas

Slide 25:

Stage 1.3: **TODO** fill in level ideas

Slide 26:

Stage 1.4: **TODO** fill in level ideas

Slide 27:

Stage 1.5: STAGE 1 COMPLETE! interesting factoid with continue button
(continue button leads back to main map, but stage 2 is unlocked)

Slide 28:

Level 2, stage 2: intro screen (map overlay) with start button

Slide 29:

Stage 2.1: introduction information/animation with skip button option

Graphics: mainly textual with historical figure's face, etc. etc.

Slide 30:

Stage 2 Graphics: Lower Owens Rivers Project:

Stage 2.2: **TODO**

Slide 31:

Stage 2.3: **TODO**

Slide 32:

Stage 2.4: STAGE 2 COMPLETE! interesting factoid with continue button
(continue leads back to main map, but stage 3 is unlocked)

Slide 33:

Level 2, stage 3: intro screen (map overlay) with start button

Slide 34:

Stage 3.1: introduction information/animation with skip button option

Graphics: mainly textual with historical figure's face, etc.

Slide 35:

Stage 3 Graphics: Southern District:

Stage 3.2: **water teleportation**

Slide 36:

Stage 3.3: **new ideas for challenge/puzzle to make a good last stage?**

Slide 37:

Stage 3.4: STAGE 3 COMPLETE! interesting factoid with continue button
(continue leads to main map)

Slide 38:

(fade in that covers map) LEVEL 2 COMPLETE! transition to exit scene

Exit - LA receives the water! Message or info scene delivered by Mulholland.

Continue button leads to roll credits.

FIN

Meeting notes:

Overall goal: guide water from source location to destination

Level 1 goal: cover top half of aqueduct (map) using three, key northern locations

Level 2 goal: cover the lower half of the aqueduct and deliver water to final destination

Map division (needs more research):

- Mono Basin
- Long Valley
- Northern Owens Valley
- Southern Owens Valley
- Lower Owens Rivers Project
- Southern District

Each level will contain 3 stages.

Each stage will contain:

- *Beginning historical background
- *Ending historical factoid
- Each fact will have a historical figure representer/narrator (character)
- *Significance to Aqueduct
- *Geography of Location (Elevation, Water Volume, Underground, Aboveground, etc.)
- *Gameplay (swimming, digging, progressive use of resources from previous levels)

Requirements (shortened):

0) GROUP EFFORT

- 1) Show the **entrance**, the **exit** and all **intermediary locations**. Show how the level should be traversed.
- 2) You should include the **actions** and **reactions** of the **characters** for this level.
- 3) May insert arrows or other icons that might better express the desired activity.
- 4) Also include "**representations**" of objects. If a door is going to be the entry point and a cave the exit point, show them. If you are going to have an array of tools, show them. Try to lay out and show as much of the virtual environment as possible.
- 5) Be sure to use the **perspective of the player** to show what is seen.
- 6) Each level should be assembled into its own individual sequential file and included on the CD. You may use flash or hand drawings that you can scan in. NO proprietary file-formats).

Deliverables:

- 1) The storyboard file shown to the instructor on a computer.
 - 2) CD: all storyboards placed in a /Storyboards directory
- GOAL: know objects, sounds, AI, etc. needed + sequence of events