Milestone
Storyboard Level 1

CS 470 - Game Development
Storyboard Document
Dr. Kerbs
17 April 2013
Group: 5

Game Name: Aqueduct Adventures

Storyboard details: this is a textual outline of what our game's Level 1 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.

Slide 01:
Splash screen with "Aqueduct Futures Project" title
Graphics: black background,and this logo:
https://dl.dropboxusercontent.com/u/621959/entryLogo.jpg
Slide 02:
Menu screen with game title, play button, credits button, etc.
Graphics: we cannot afford it, but something like this:
http://www.istockphoto.com/stock-illustration-10317784-mountain-river.php?st=7ca27e2
Slide 03:
Global Map (finger scrollable up/down) that shows all 6 stages
Graphics: we can create this ourselves based on this:
https://dl.dropboxusercontent.com/u/621959/Real%20Time%20Data-Owens%20Valley%20map.jpg
Slide 04:
Level 1, stage 1: intro screen (map overlay) with start button
Entry - Mono lake, source of water
Graphics: zoomed-in to the stage portion of the map with buttons and text overlayed
Slide 05:
Stage 1.1: introduction information/animation with skip button option
Graphics: (historical figure) narrator's face, maybe papyrus-like background?
Slide 06:
Stage 1 Graphics: Mono Basin:
Stage 1.2: valve on main water source (**NT**), open to watch water flow to first reservoir
Slide 07:
Stage 1.3: Moved to stage 2 to simplify stage 1

Slide 08:

Stage 1.4: first puzzle, must close valve to keep water from draining away.

Slide 09:

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

Slide 10:

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

Slide 11:

Stage 2.1: introduction information/animation with skip button option

Graphics: mainly textual with historical figure's face, maybe a papyrus-like background?

Slide 12:

Stage 2 Graphics: Long Valley:

Stage 2.2:

pump introduced (**NT**), pump will accelerate/force any water that comes into it

valve present, initial pipe pointing down into a canyon; open digging area allows user to dig straight from initial pipe to the reservoir opening at the top of the other side but we need water pressure to get there. (not sure of feasibility if not smooth)

http://science.howstuffworks.com/environmental/green-science/la-ancient-rome1.htm

open valve to watch water flow to next reservoir

Slide 13:

Stage 2.3:

Slide 14:

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

Slide 15:

Level 1, stage 3: intro screen (map overlay) with start button

Slide 16:

Stage 3.1: introduction information/animation with skip button option

Graphics: mainly textual with historical figure's face, maybe a papyrus-like background?

Slide 17:

Stage 3 Graphics: Northern Owens Valley:

Stage 3.2:

Slide 18:

Stage 3.3: dirt blocking pipe's path to next reservoir, clear dirt using dig ability (**NT**), lift valve to run water to next reservoir

Slide 19:

Stage 3.4: STAGE 3 COMPLETE! interesting factoid with continue button (continue leads back to main map, but stage 4 is unlocked)

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

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