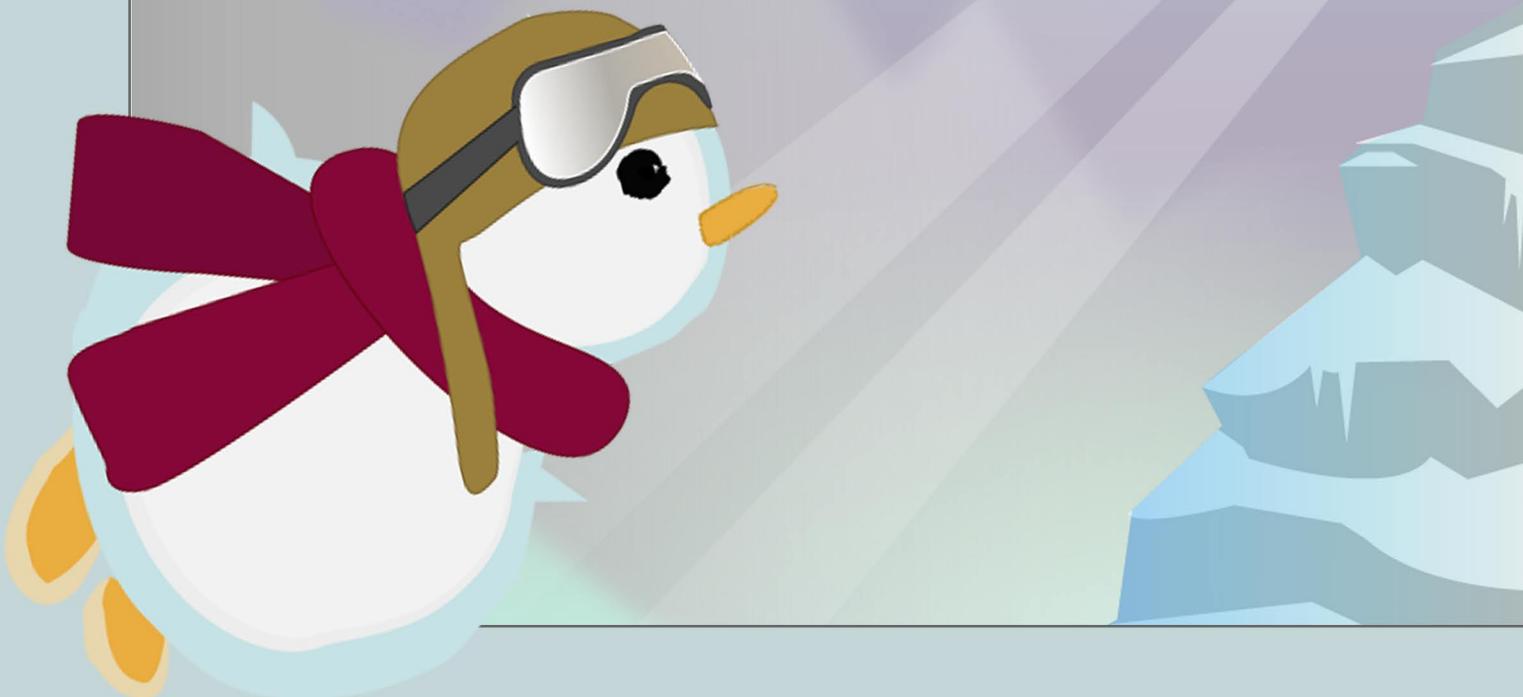


# STORY BOARD AND SEQUENCE DIAGRAM

*Interactive animation by:*

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# STORY BOARD



## ACTION/PLOT:

Title screen. Shows the character and the title of the story.

## INTERACTION:

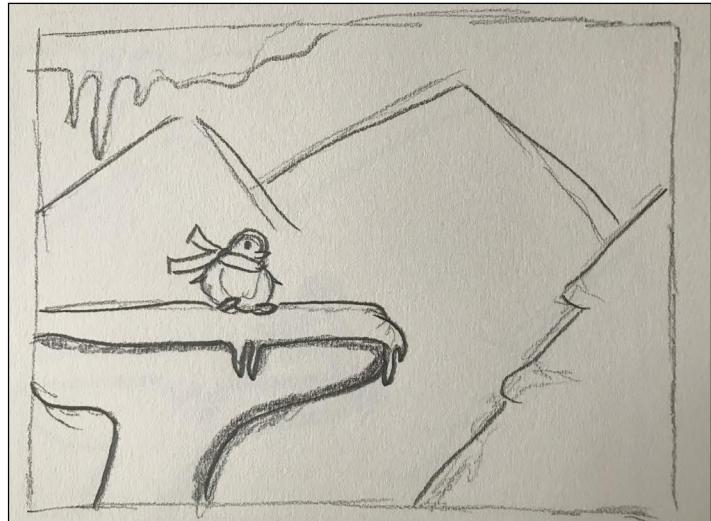
User has to click the start button to go to the next frame.

## SOUND:

Lighthearted intro music

## TIME:

Indefinite. The user needs to click the start button to continue.



## ACTION/PLOT:

P-Rex walks from outside the frame to the end of the cliff. He turns to face the "screen".

## INTERACTION:

None.

## SOUND:

Sounds of wind and footsteps in snow.

## TIME:

Indefinite. The user has to click P-Rex to go to the next frame.

# STORY BOARD



## ACTION/PLOT:

P-Rex puts on his hat. He is ready to fly!

## INTERACTION:

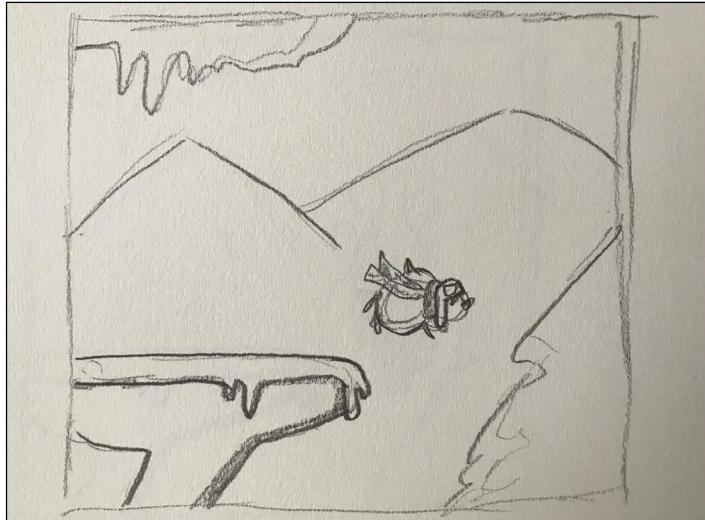
User clicks P-Rex to put on this pilot hat, and has to click him again to fly.

## SOUND:

Sounds of wind.

## TIME:

Indefinite. The user needs to click P-Rex for him to fly!



## ACTION/PLOT:

P-Rex jumps off the cliff in attempt to be the first penguin to fly.

## INTERACTION:

User clicks P-Rex for him to jump.

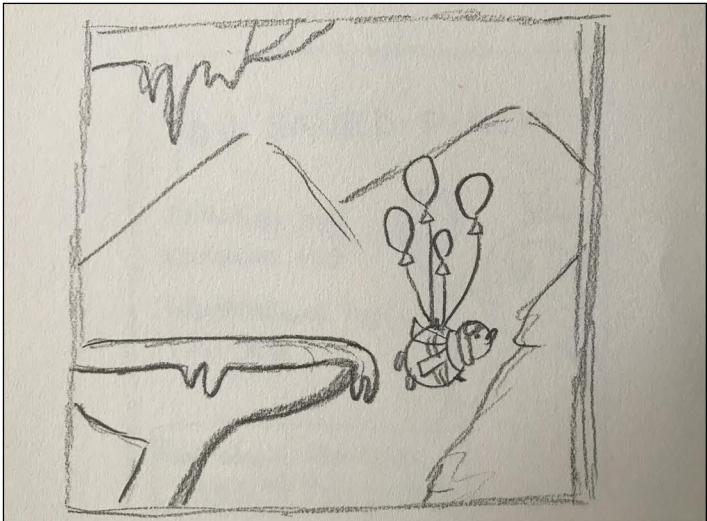
## SOUND:

Sounds of wind fade into a sound effect of time slowing down/slow motion, and a dramatic heartbeat.

## TIME:

Indefinite. The user has to save P-Rex by clicking on him.

# STORY BOARD



## ACTION/ PLOT:

P-Rex will not be able to fly unless the user helps him. By clicking him, a cluster of balloons help him fly!

## INTERACTION:

User clicks P-Rex to tie the balloons around his belly.

## SOUND:

Sound of P-Rex saying "weee"

## TIME:

About 6 seconds.



## ACTION/ PLOT:

Credits. You saved P-Rex!

## INTERACTION:

User can click link in the bottom to open a pdf containing the storyboard and sequence diagram.

## SOUND:

Lighthearted intro music (same as the intro frame)

## TIME:

Indefinite. The user can refresh the page to replay the animation.

# SEQUENCE DIAGRAM

