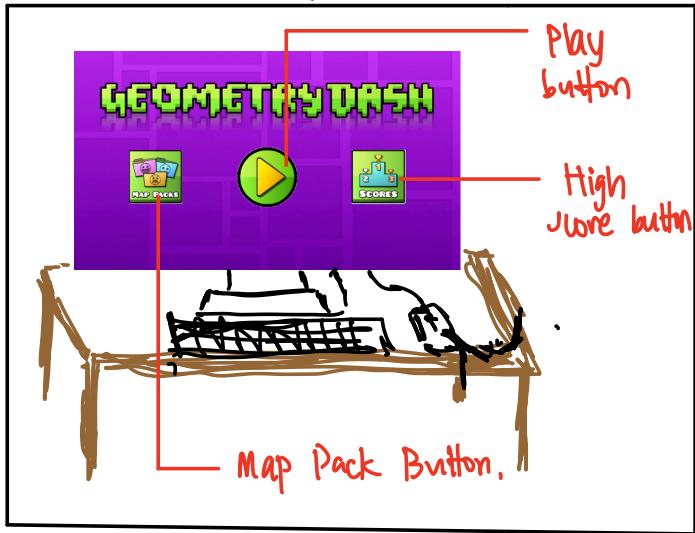


15-112 Term Project Storyboard

Title: Geometronome Dash.

Tjun Jet Ong (tjunjeto)

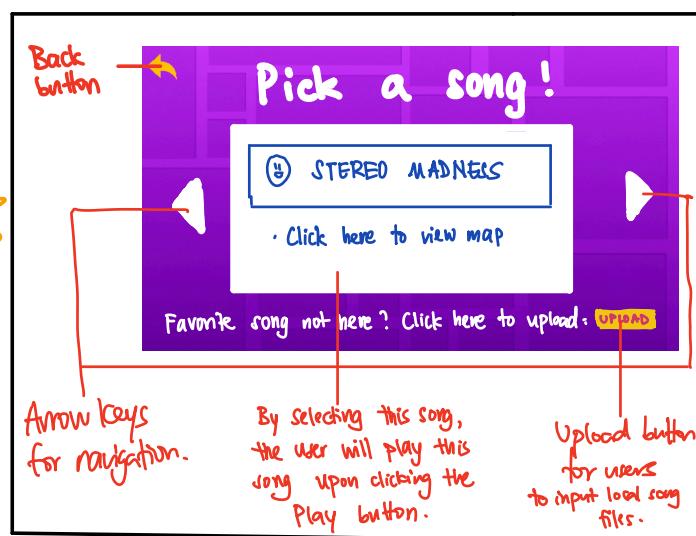
Frame 1: Splash Screen



- User interacts with splash screen interface.
- Here, the user can choose either to play the game, view the map packs, or view their high scorer.

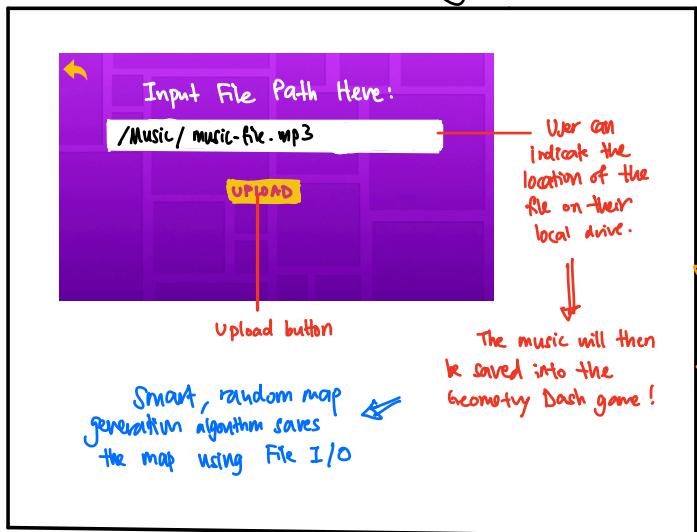
let's walk through
the different game modes

Frame 2: Map Packs!



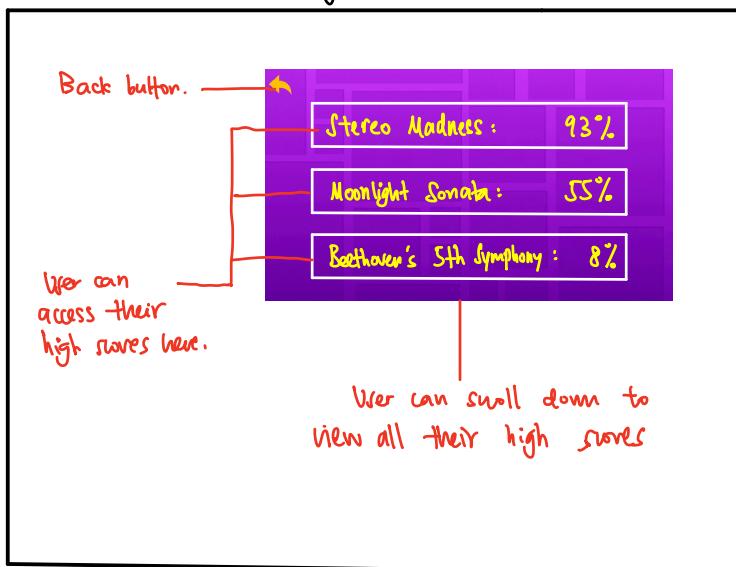
- Here, the player can do two things:
① Load their favorite song;
② View their list of songs.

Frame 3 : Uploading Music



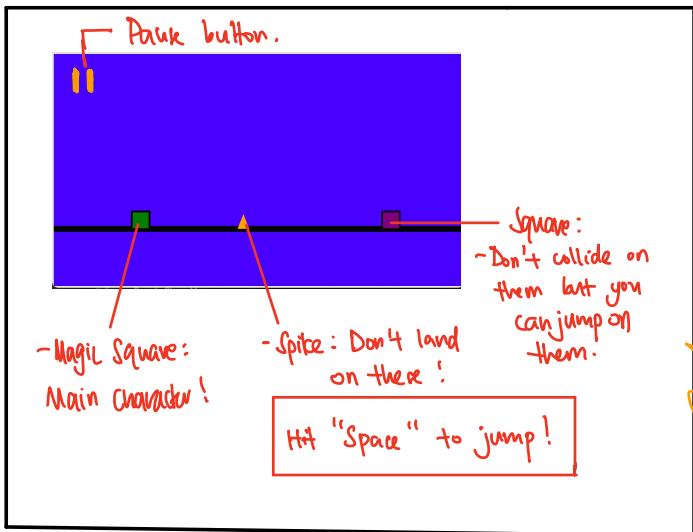
- How can Geometry Dash be fun if you can't play your favorite song!
- By clicking the "Upload" button, you can add in your favorite songs and have maps randomly generated!

Frame 4 : High Scores!



- High Scores of each song will be kept in the "High Scores" page.
 - High scores are saved as a percentage :
- $$\frac{\text{Time played}}{\text{Time of song}} \times 100\%$$

Frame 5: Play the game!



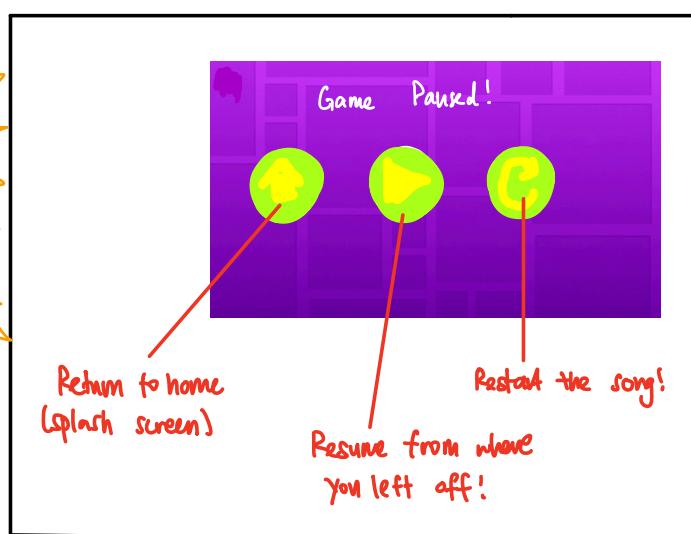
- Play the game!

- Obstacles are generated according to the beats of the music.

- Difficulty of the song depends on music intensity.

- Don't land on the spikes!

Frame 6: Pause Mode!



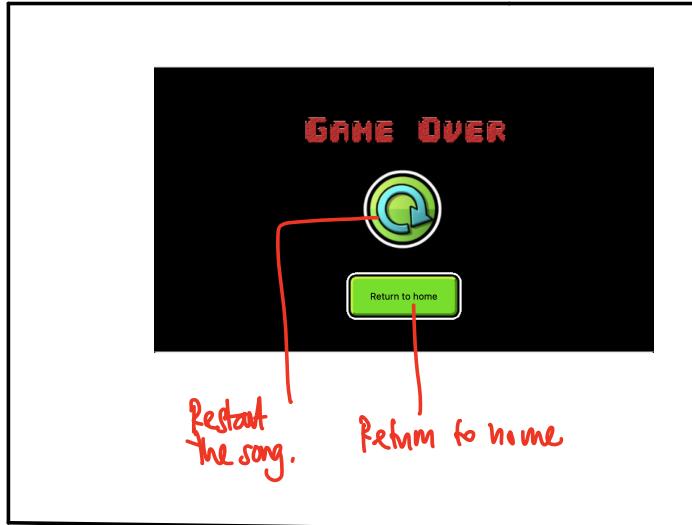
Return to home
(splash screen)

Resume from where
you left off!

Restart the song!

- Pause the game anytime!
- Here, you can do either one of two things:
 - ① Resume playing.
 - (2) Go back to home screen

Frame 7: Game Over !



- When the magic square lands on a spike or collides head-on with any obstacle, the game is over !
- Press the restart button to replay or return to home !