**<Scene Title>**

**Purpose**

<Brief description of the scene's sole job>

**Setting and Story**

<Description of artwork, sound, aesthetics, or story>

**Concept artwork**

Shape

Description automatically generated with low confidence

**Primary Action**

<Action you intend most players to take in the scene>

**Exit Action**

<Exit action for the scene>

**Flow Diagram**



**UI Prototype**

