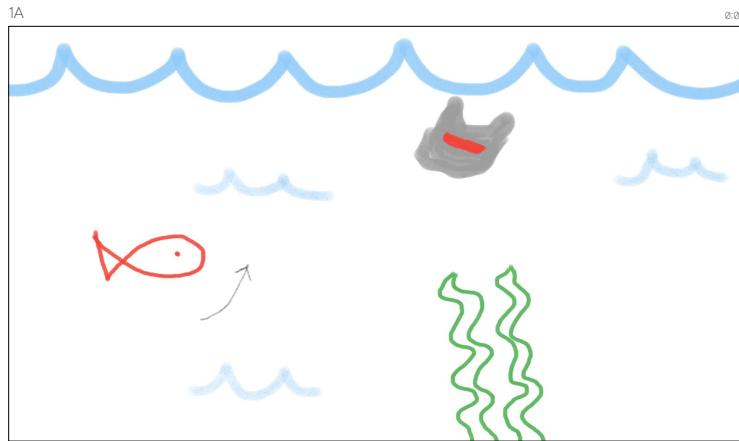


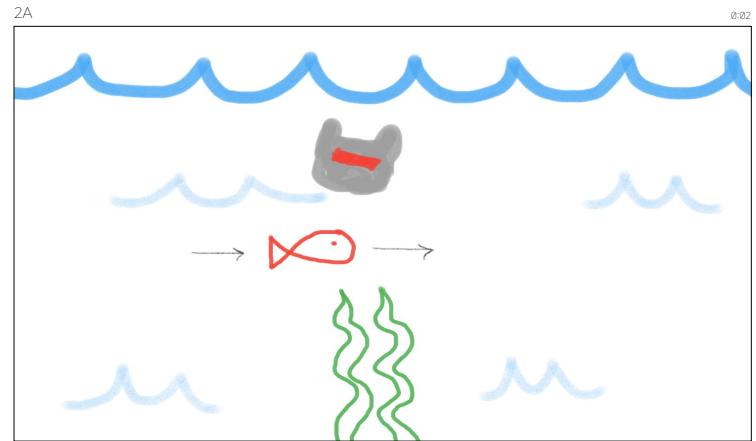
# GRAPHICAL GAME STORYBOARD

Page: 1 / 1

Boards: 6 | Shots: 6 | Duration: 0:12 | Aspect Ratio: 16 : 9  
DRAFT: NOVEMBER 11, 2025

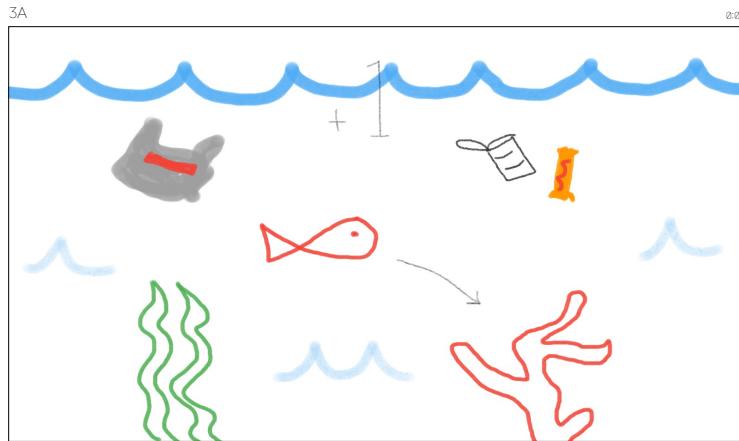


"Click to swim upwards!"



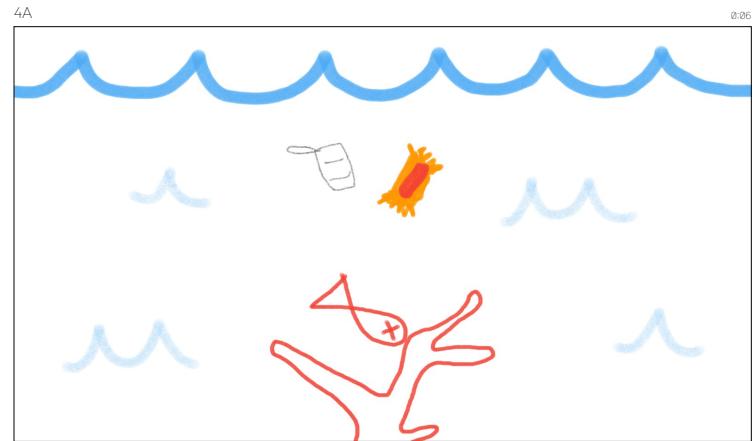
The player maneuvers through obstacles.

Include a prompt that lets the player know how to start the game. Make obstacle visible in the opening screen.



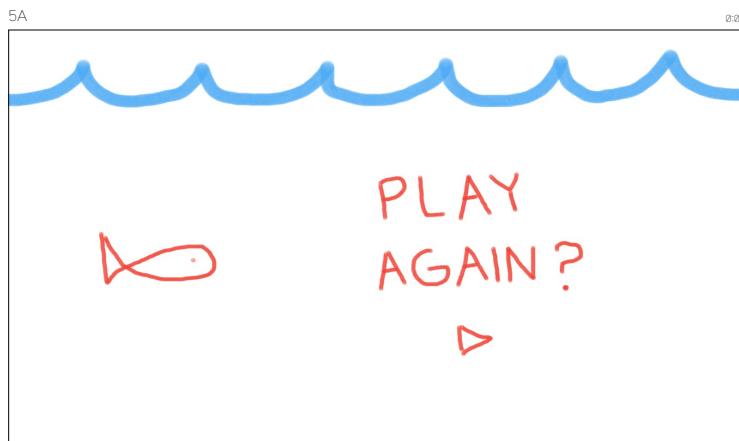
"+1 Point"

The player earns a point for each obstacle they pass.



"Game over! Restart?"

If the player touches an obstacle, the fish will die and the game will end.

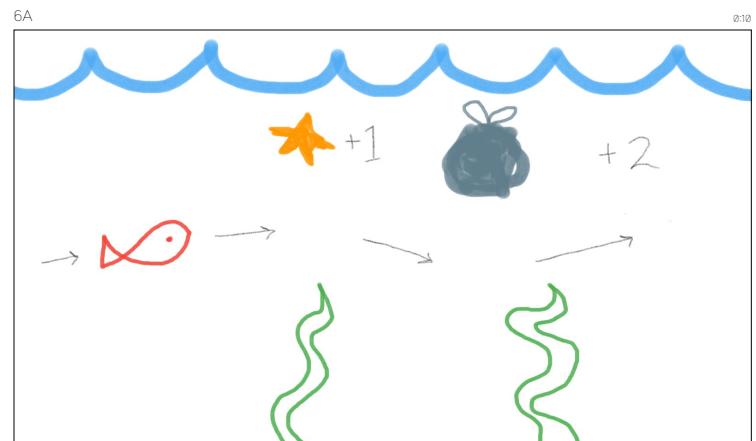


PLAY  
AGAIN?



"Play again?"

Give the player the option to restart and try again for a higher score.



Player restarts the game with a better understanding of controls and timing.

The main player action is to press or click a specific button to move the fish upwards at the correct times and avoid obstacles in the water. Passing through one obstacle successfully will award the player with one point; the objective of the game is to obtain as many points as possible without hitting any obstacles, which will kill the fish and end the game. Theoretically, as time goes on, the player will learn to control the fish better and have better timing for pressing the button that allows them to avoid objects.

The player can see both the fish and some obstacles on the starting screen, with a prompt that lets them know to click a specific button to move upwards. Scrolling sideways as the fish moves will reveal new obstacles soon enough for the player to react.

We are reimplementing Flappy Bird to be an underwater theme. It is an alternative setting because it uses a mechanic that is most often used to portray flying as swimming instead. Players will understand the mechanics and logics of the game the more they play it and get used to the controls.