

# CONCEPT DEVELOPMENT - GAME DESIGN STORYBOARD

NAME OF GAME: \_\_\_\_\_

DATE: \_\_\_\_\_

DESIGN TEAM MEMBERS: \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_

**NOTE: THE CONTENT OF THIS STORYBOARD SHOULD SHOW GAME CONCEPTS AS WRITTEN IN YOUR CONCEPT DOCUMENT.**

Using your best sketching skills, draw at least three images that represent what different parts your game showing what different scenes or levels might look like. You should have hypothetical concepts in your *concept document* that will guide you through this design step. Use some detail, but don't worry about perfection.



In the spaces below each scene, identify and list which items are objects. Briefly describe the mood, setting and backdrop. List your sounds and music ideas. Describe what is happening.

OBJECTS: \_\_\_\_\_

MOOD, SETTING, AND BACKDROP: \_\_\_\_\_

SOUND AND MUSIC: \_\_\_\_\_

WHAT IS HAPPENING? \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

OBJECTS: \_\_\_\_\_

MOOD, SETTING, AND BACKDROP: \_\_\_\_\_

SOUND AND MUSIC: \_\_\_\_\_

WHAT IS HAPPENING? \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

OBJECTS: \_\_\_\_\_

MOOD, SETTING, AND BACKDROP: \_\_\_\_\_

SOUND AND MUSIC: \_\_\_\_\_

WHAT IS HAPPENING? \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_