

GAME DESIGN FINAL PROJECT STORYBOARD

NAME OF GAME: ELECTION DAY

DATE: FEBRUARY 5, 2014

DESIGN TEAM NAMES: JONATHAN X. BOY . SUEY E. RATED . JOY STICK

NOTE: THE CONTENT OF THIS STORYBOARD SHOULD SHOW GAME CONCEPTS AS WRITTEN ABOUT IN YOUR CONCEPT DOC

Using your best sketching skills, draw at least six images that represent what different parts your game showing what different scenes or levels might look like. You should have hypothetical statements in your concept doc 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 sprites (controlled by events) and which items are objects. Briefly describe the mood, setting and backdrop. List your sounds and music ideas. Describe what is happening.

SPRITES: LOGO / FRONT END
 OBJECTS: LOGO & HURON
 MOOD, SETTING, AND BACKDROP: HAPPY, FIGHTING POSITIVE
 SOUND AND MUSIC: PATRIOTIC "STAR & STRIPES"
 WHAT IS HAPPENING? EACH PLAYER REG-STRAT, SELECT 1 OR 2 PLAYER

SPRITES: PLAYER 1 & 2 CANDIDATES
 OBJECTS: BUILDINGS AND HOUSES
 MOOD, SETTING, AND BACKDROP: HAPPY, PLEASANT, IMAGE OF SMALL TOWN
 SOUND AND MUSIC: "AMERICA" MARCHING BAND
 WHAT IS HAPPENING? CANDIDATES SEARCHING TOWN LOOKING FOR VOTES PLAYER 1 USE A, S, D. PLAYER 2 USE

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1 USE A, S, D. PLAYER 2 USE

SPRITES: PLAY 1 & 2 CANDIDATES
 OBJECTS: BUILDINGS AND HOUSES
 MOOD, SETTING, AND BACKDROP: CELEBRATING A WINNING MAYOR
 SOUND AND MUSIC: "STAR & STRIPES" WITH LOTS OF APPLAUSE
 WHAT IS HAPPENING? WHEN CANDIDATE WINS, THE SPRITE SOUNDS BY CITY HALL WITH HAT AND SASH TO CELEBRATE VICTORY!