Name(s): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Challenge

Create a storyboard for a game you would like to create.

Directions

1. Review the *Pixar Storyboarding Mini Doc* video for ideas on creating a storyboard (<https://www.youtube.com/watch?v=7LKPVAIcDXY>).
2. Think about the steps that you want to see in your game.
3. Think about how you will execute the action of the game.
4. Describe the details of your game so that someone could clearly understand the action and goals.
5. In the blocks below, sketch the storyboard of the *Chase and Gather Tutorial* program.
6. Each block represents a distinct scene or step of the action that will require specific coding.
7. Think about your game as a series of 6-8 scenes of action.
8. Sketch the scenes in order.
9. Beneath each scene, write a description of what is occurring.
10. In the space labeled “pseudo-code,” write an approximation of the code needed for that block. Writing in plain language is OK.
11. You will be refining these initial ideas as you go through the next lessons

Hint: For ideas or to refresh your memory, look at the completed code from *Chase and Gather Tutorial* (<http://aka.ms/ChaseTutorial>).

Overall Game Description:

Description: Description:

Code: Code:

Description: Description:

Code: Code:

Description: Description:

Code: Code:

Description: Description:

Code: Code:

Description: Description:

Code: Code: