Storyboarding

CS-330: Introduction to Game Programming

What is game storyboarding?

- Game Storyboarding is a universal method for visually describing a game idea that both game designers and game developers can understand.

- Game Storyboarding illustrates the game's story or narrative as well as the game mechanics, user-interface (UI), player experience, and game elements (e.g. characters or objects).

Source: https://polydin.com/game-storyboarding

The benefits of game storyboarding

1. **"Visualization of Game Ideas"**:
    Transforms game mechanics into a visual form.

2. **"Narrative Clarity"**:
    Brings about consistency in development of a game's storyline.

3. **"Level and Puzzle Design"**:
    "…enables developers to visualize the pacing and progression of the game."

4. **"Communication and Collaboration"**:
    Promotes a shared vision and understanding among all members of the team (i.e. the game designers and game developers).

5. **"Feedback and Iteration"**:
    Provides a visual medium for communication between game play-testers, game developers, and game designers.

6. **"Time and Resource Efficiency"**:
    Reduces mid-production feature-creep and production costs.

7. **"Player Experience Enhancement"**:
    Reinforces the importance of the game's visual imagery for an engaging gaming experience.

Source: https://polydin.com/game-storyboarding/

Game storyboarding mistakes

1. **"Lack of Detail"**:
   Storyboard panels should contain unambiguous, detailed illustrations to effectively communicate action or intent to game developers.

2. **"Ignoring Flow and Continuity"**:
   The transitions between storyboard panels should be consistent and logical to game developers.

3. **"Overlooking Gameplay Elements"**:
   Storyboard panels should illustrate user-interface (UI) elements such as Heads-Up Display (HUD) or key interactive components of the game.

4. **"Neglecting User Experience"**:
   Storyboard panels should illustrate aspects of the player experience such as player mechanics.

5. **"Not Incorporating Feedback"**:
   Storyboards illustrations should be revised from game development team member's feedback to reflect the goals and objectives of the game.

Source: https://polydin.com/game-storyboarding/

More game storyboarding mistakes

6. **"Ignoring composition and framing"**:

   Storyboard panels should be illustrated with a perspective or placement of the characters or story elements to enhance the narrative.

7. **"Overcrowded frames"**:

   Storyboard panels should avoid extraneous or superfluous illustrations and instead focus on elements necessary to convey the narrative.

8. **"Inconsistent visual style"**:

   Storyboard panels illustrations should "adhere to a consistent visual style guide for characters, settings and props...."

9. **"Neglecting annotations and descriptions"**:

   Storyboards illustrations should include brief descriptive text "to clarify character actions, dialogue, camera movements and any other essential details."

Source: https://venngage.com/blog/how-to-make-a-storyboard/

Creating a storyboard: step-by-step

Step 1: "**Define Your Story**"

Step 2: "**Divide the Story into Scenes**"

Step 3: "**Create a Rough Sketch**"

Step 4: "**Add Details**"

Step 5: "**Arrange the Frames**"

Step 6: "**Review and Refine**"

Step 7: "**Share and Collaborate**"

Source: https://interactivityhub.com/blog/storyboarding-for-beginners-a-step-by-step-guide/

Creating a storyboard: step-by-step

Step 1: "**Define Your Story**":

Factors to consider:

✓ "Plot and Structure":
- What's the story behind the game?
- What makes this story interesting?

✓ "Characters":
- What will the characters look like?
- What is the character's personality?
- What will their role be in the game?
- How will the characters interact with other characters?
- Why is this character important in the game?

✓ "Setting and Atmosphere":
- When and where does the story occur?

✓ "Objectives and Themes":
- What are the player's goals?

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Creating a storyboard: step-by-step

Step 2: "**Divide the Story into Scenes**"

Factors to consider:

- What are the key game actions for each scene?
- What are the objectives for each scene?

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Creating a storyboard: step-by-step

Step 3: "**Create a Rough Sketch**"

Factors to consider:

✓ "Get the Basic Layout":
- Draw a rough illustration for each scene emphasizing key elements critical to game play.

✓ "Use Simple Shapes and Stick Figures":
- Highly detailed, perfectly drawn illustrations are not necessary.

✓ "Show the Actions"
- Use arrows to illustrate a player's movement or interaction with other characters or objects.

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Creating a storyboard: step-by-step

Step 4: "**Add Details**"

Factors to consider:

✓ "Refine and enhance sketches":
- Draw former rough illustrations in each scene with finer detail.

✓ "Decide on the angles of your cameras and the shots":
- Consider how camera perspective in each scene could be used to enhance the player's gaming experience.

✓ "Include helpful notes in the storyboard"
- Write notes to describe and augment scenes where illustrations are insufficient to describe the action or expected outcome.

Source: https://interactivityhub.com/blog/storyboarding-for-beginners-a-step-by-step-guide/

Creating a storyboard: step-by-step

Step 5: "**Arrange the Frames**"

Factors to consider:

- Arrange the scenes chronologically the way the game would be played.
- Transitions between scenes should be consistent and logical (i.e. make sense).

Source: https://interactivityhub.com/blog/storyboarding-for-beginners-a-step-by-step-guide/

Creating a storyboard: step-by-step

Step 6: "**Review and Refine**"

Factors to consider:

- Do the storyboards convey your story clearly and correctly?
- Do the scenes convey important key details in game play?

Source: https://interactivityhub.com/blog/storyboarding-for-beginners-a-step-by-step-guide/

Creating a storyboard: step-by-step

Step 7: "**Share and Collaborate**"

Notes:

- Sharing your storyboards with other members of the team promotes communication and collaboration and reinforces shared goals and objectives for the game.
- Be prepared to revise and refine the storyboards (if necessary) based on feedback from other members of the team.

Source: https://interactivityhub.com/blog/storyboarding-for-beginners-a-step-by-step-guide/