



W1 T3 Storyboard panels

Features of the game interface

- Indicate what the player can do
- Describe user interface features

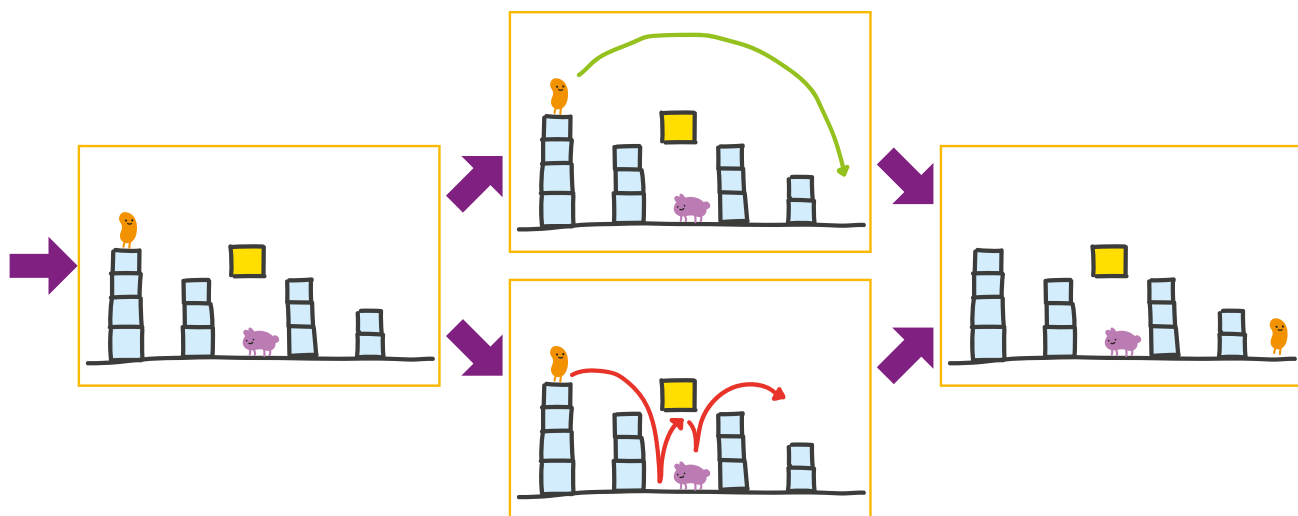
Game characters

- Organise and describe game characters
- Show a character's actions

Gameplay

- Explain gameplay mechanics
- Explain puzzles or challenges in the game
- Show possible action sequences
- Show possible paths
- Show levels or worlds

Action in multiple panels



Action in one panels

