

How to Create a Storyboard

A storyboard is essentially a comic strip of your story. It is important that you organize and focus your story before you jump into the implementation. The storyboard helps you organizing the plot of your story graphically and identifying all the elements you need for the implementation, like sounds and images. If you do not agree on a feasible design first, you may run out of time during the Hackathon or you may not be able to finish due to missing resources. Here are recommended steps to create a storyboard:

1. First, decide on your story with your teammates.
2. Then, break your story up into individual scenes. To get started split your story into the three major parts first:
 - Beginning
 - Middle
 - End

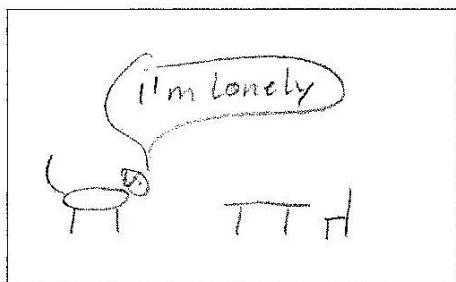
These parts are like chapters, which will direct the flow of your story. Break each part into smaller scenes if necessary. A scene should take only a few seconds of time once implemented.

3. Draw a picture depicting each scene of the story. The image should convey the basic gist of the scene. They don't have to be works of art.
4. Look at your storyboard. Can you understand the basic story just by looking at the images? If not, see if you can edit any of your images to clear any confusion.
5. For each scene, write down what images and sounds you need. Check that you have access to suitable images and sounds.

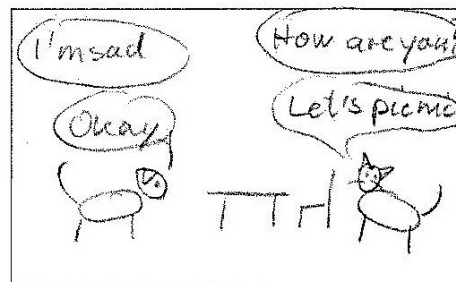
Let's work through an example:

Our story is about a cat and a dog going on a picnic. The beginning will be about the dog being bored and lonely. The middle will be when the cat comes by and suggests a picnic. The end will be the picnic itself. Here is a first attempt at a storyboard:

Storyboard: Picnic



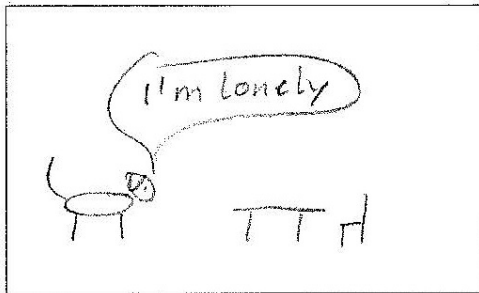
picture of room inside
dog sprite



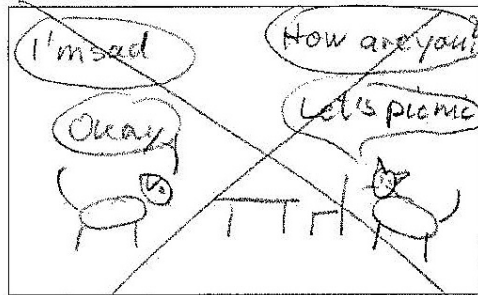
cat sprite

The middle part of the story has a lot of speech bubbles, and it becomes hard to trace the order. Let's split the middle part up into two scenes. Here is the second attempt.

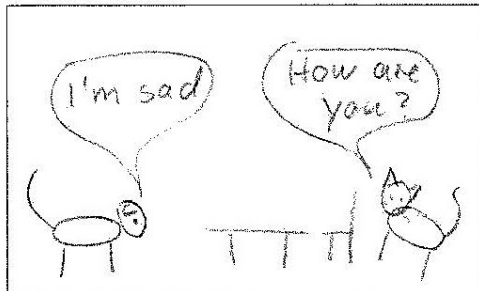
Storyboard: Picnic



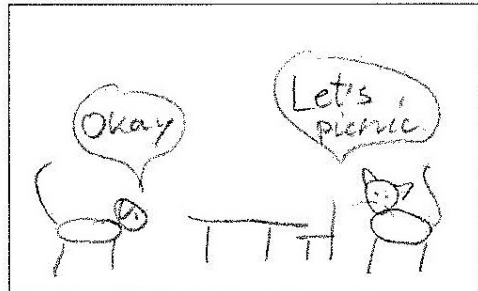
picture of room inside
dog sprite



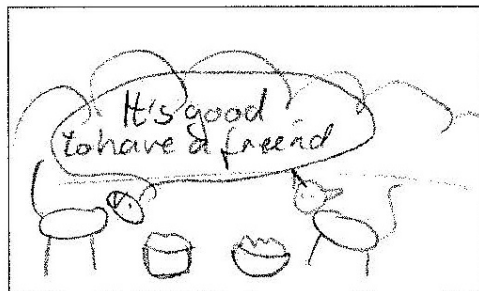
~~cat sprite~~



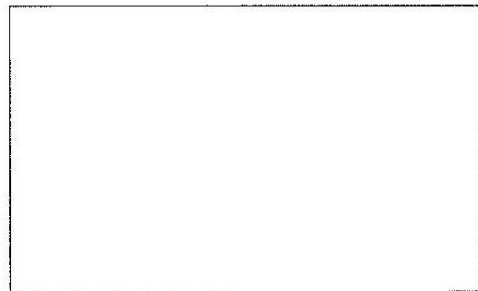
cat sprite & dog sprite
(same background)



cat sprite & dog sprite
(same background)



cat sprite & dog sprite
picture of nature outside



In order to implement the story in Scratch, we need two sprites: a dog and a cat. We also need two backdrop images: an image of a room and an image of nature outside. Once we have ensured that these resources are available, we are ready to implement the story. Keep it simple in the beginning so that you have a presentable product at the end of the Hackathon. After implementing the basic scenes, you can add improvements, like adding music or making the sprites walk. You can add a title scene and credits at the end.