STORYBOARD PLANNER

My adventure is a treasure hunt!

I choose this theme because...

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....

The topic I want to address is...

....

The correlations between the theme and the topic can be... (e.g. the reconstruction of clues useful for finding the right location, characters, the granting of information by solving riddles or exploring maps, etc.)

....

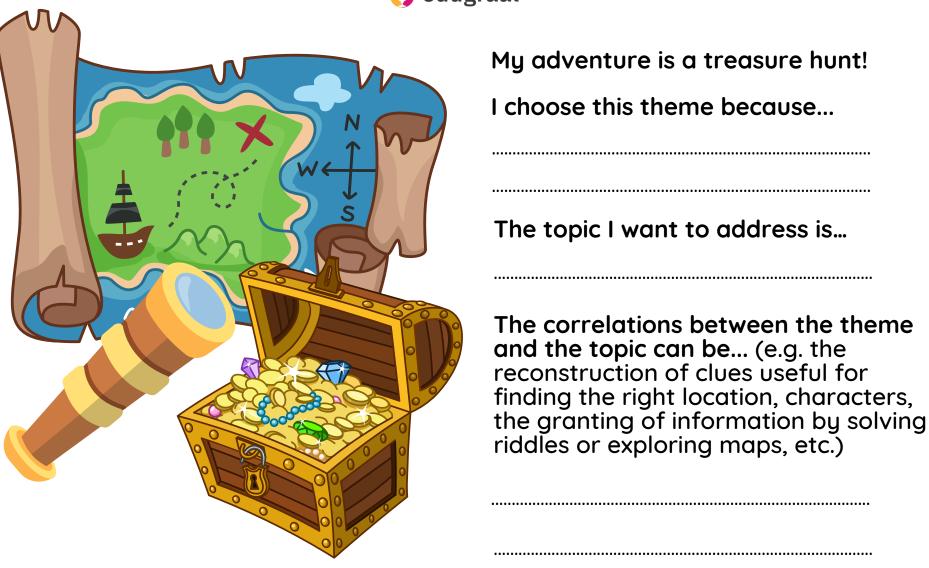..

Please, as you compile your storyboard, remember what you learned in the Grain 2.3.3 on "The Basics of Interaction"

STORYBOARD PLANNER

The elements of my story

- **Starting location**

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- **Goal location**

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- **Content of the treasure** (it doesn't have to be gold or diamonds)

....

- **Protagonist** (who hunts for the treasure?)

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- **Other characters** (allies or rivals)

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- **Motive** (why do they want the treasure?)

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- **Objects & clues** (they must include riddles, false trails, useful items and directions to reach the goal location)

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STORYBOARD PLANNER

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TITLE OF THE STORY

....

01 | **INTRODUCTION**

Presentation of the scenario, of the characters, or departure in medias res

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02 | **START OF THE INVESTIGATION**

The protagonist begins searching for hints and clues but is faced with something mysterious or conflictual that requires insights

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03 | **SNAPSHOT**

Something unexpected opens up a new path. The protagonist is getting closer to their goal but has to obtain new objects to progress.

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04 | **SOLUTION**

The solution must be one and unequivocal! The clues collected are solved and lead to the treasure!

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