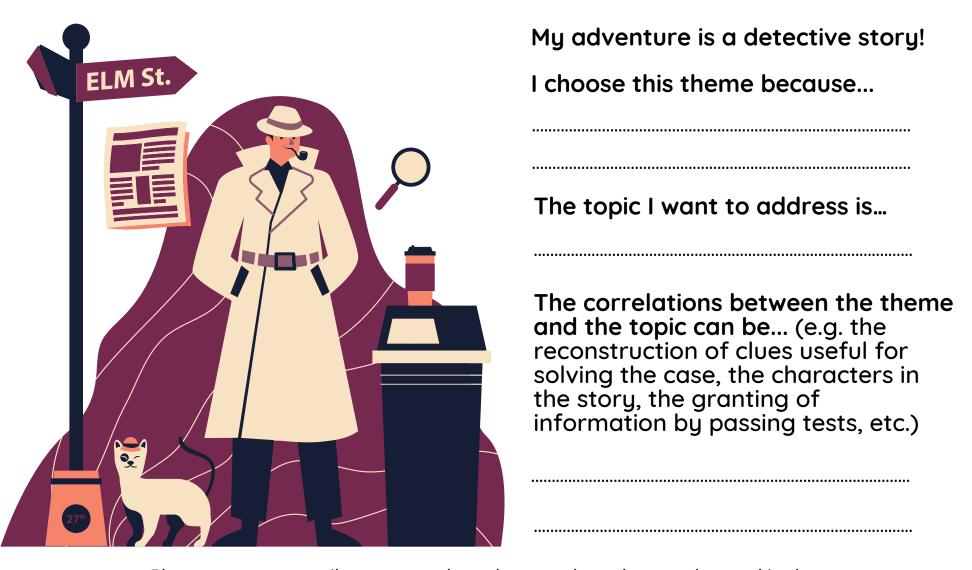
## STORYBOARD PLANNER





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



•	Place
•	Victim
•	Culprit
•	Protagonist (who does the investigation?)
•	Motive of the culprit
•	Other suspects (each should have a possible motive)
•	Clues (they must be able to make everyone suspect, but lead unequivocally to the guilty)
•	Witnesses or other characters



## STORYBOARD PLANNER



	TITLE OF THE STORY
01	INTRODUCTION
٨	Presentation of the scenario, of the characters, or departure in medias
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02	START OF THE INVESTIGATION
	The protagonist begins searching for
	the solution but is faced with something mysterious that requires insights
03	SNAPSHOT
$\Box$	Something unexpected opens up a
4	new path. The protagonist begins to get an idea, but has to get concrete proof.
04	SOLUTION
	The solution must be one and
+	unequivocal! The clues collected (even through witnesses) are sorted and lead to the culprit!