

STORYBOARD PLANNER



My adventure is a detective story!

I choose this theme because...

.....

.....

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 solving the case, the characters in the story, the granting of information by passing tests, etc.)

.....

.....

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

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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



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 the solution but is faced with something mysterious that requires insights

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.....
.....

03 SNAPSHOT



Something unexpected opens up a new path. The protagonist begins to get an idea, but has to get concrete proof.

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.....

04 SOLUTION



The solution must be one and unequivocal! The clues collected (even through witnesses) are sorted and lead to the culprit!

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