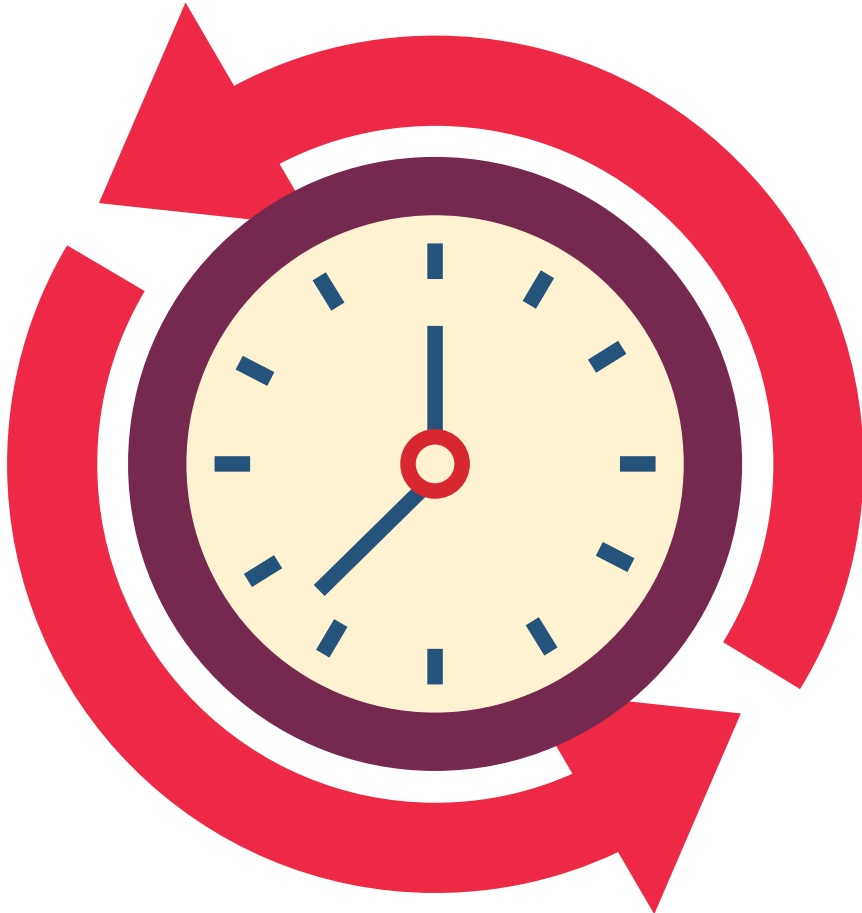


STORYBOARD PLANNER



My adventure is a time travel!

I choose this theme because...

.....
.....

The topic I want to address is...

.....

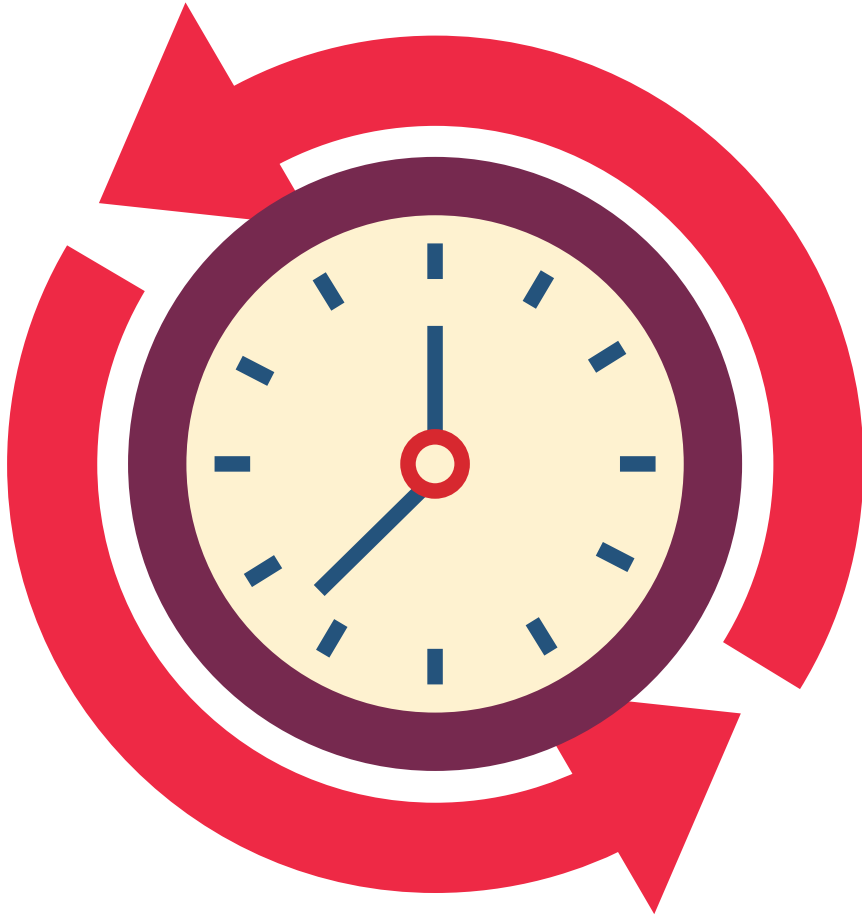
The correlations between the theme and the topic can be... (e.g. the reconstruction of clues useful to fix the time paradox, the characters in the story, the granting of information by passing tests, etc.)

.....
.....

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

STORYBOARD PLANNER

The elements of my story



- Era
.....
- Place
.....
- The problem
.....
- Protagonist (who travels in time?)
.....
- Motive of the quest (it must solve the problem)
.....
- Objects that can help the protagonist in their quest
.....
.....
- Clues (they must lead unequivocally to the resolution)
.....
.....
- Other characters
.....

STORYBOARD PLANNER

TITLE OF THE STORY

.....

01 INTRODUCTION



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

.....
.....
.....

02 START OF THE QUEST



The protagonist is faced with a problem in their temporality and begins searching for the solution.

.....
.....
.....

03 SNAPSHOT



Something unexpected opens up a new path. The protagonist begins to get an idea, but has to obtain concrete evidences to fix the paradox.

.....
.....
.....

04 SOLUTION



The solution must be one and unequivocal! The clues collected (even objects) are sorted and the characters find their way back to their era.

.....
.....
.....