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AIM

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Project 3 Storyboard Document

Philosophy: "You have the shovel and pail. We want to bring you the sandbox."

~ Interactivity should be personal. People know what they want to do; it's our job to give them the space to do it. ~

My game is about the underwater world and mermaids. You play as a mermaid or merman and fight your way pass the angry jellyfish. There are a couple of ways you can decide to kill the jellyfish. You can kill them by shooting bubbles or little gems at them. There will be different levels and the farther you get, the more jellyfish that will appear. The ultimate goal is to collect the biggest gemstone that lies within the depths of the water. Overall, I want the game to be fun, simple, and a little challenging.

Storyboard Sketch:
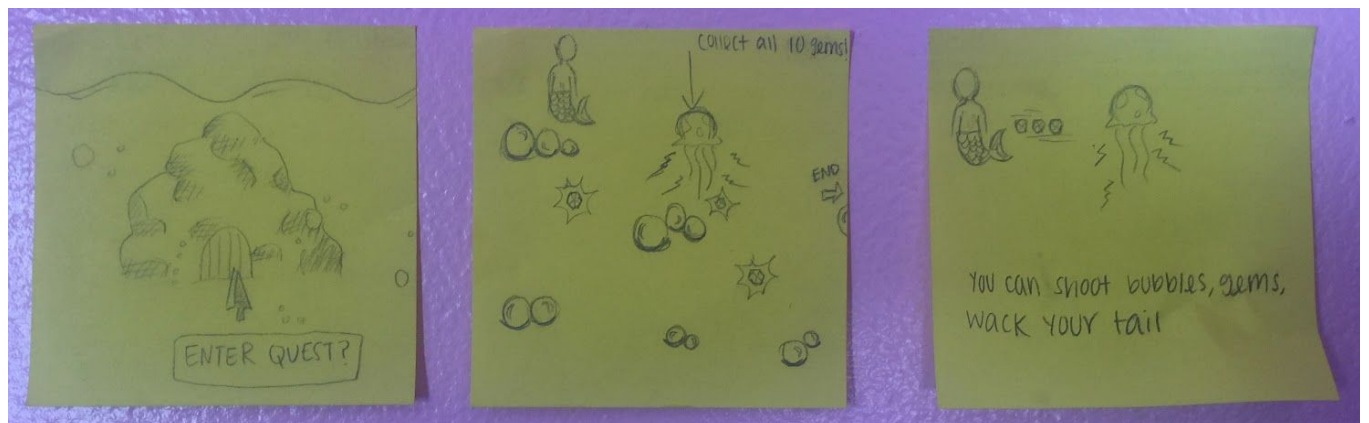
Sketches of principal characters/props: