STORY BOARD DEVELOPMENT FOR GAMING:

Storyboards can help give you a better visual overview, which is especially useful when building a game with a lot of steps or with a focus on a particular visual presentation. It's a very quick way of getting a perspective into what the game will look like prior to production or even before a game prototype is tested. Through storyboarding you also see where there are gaps in your gameplay actions, quest progressions or a particular story and easily fix or add depth, which will of course translate into a richer experience for the gamer.

STORYBOARD DEVELOPMENT:

Storyboard development for gaming involves creating a visual and narrative plan for the game's story, sequences, and gameplay.

1. Game Concept and Design:

- Before diving into the storyboard, ensure you have a clear understanding of the game's concept, mechanics, and overall design.

- Determine the key moments and narrative arcs that need to be depicted in the storyboard.

2. Identify Key Scenes:

- Break down the game into key scenes or levels that will be depicted in the storyboard.

- Each scene should represent a significant part of the game's story or gameplay.

3. Character and Environment Descriptions:

- Detail the characters, their appearances, personalities, and roles in each scene.

- Describe the game environments, including settings, objects, and any interactive elements.

4. Storyboard Tools:

- Choose a tool or medium for creating the storyboard. This can be digital software, pen and paper, or specialized storyboard software.

5. Layout and Panels:

- Divide your storyboard into panels, similar to comic book panels. Each panel represents a specific moment in the game.

- Determine the aspect ratio for the panels (e.g., 16:9 for widescreen).

6. Thumbnail Sketches:

- Start by creating quick thumbnail sketches for each panel. These are rough, simplified drawings that capture the essence of each scene.

- Focus on composition, camera angles, and character positions.

7. Dialogue and Text:

- Add dialogue and text boxes to convey character conversations, instructions, or important story elements.

- Ensure that text is placed appropriately within the panels.

8. Camera Angles and Movement:

- Indicate camera angles, movements, and transitions between panels. This helps the development team understand how scenes should be filmed in the game.

9. Action and Animation:

- Depict character actions, animations, and interactions with the environment.

- Use arrows or motion lines to illustrate movement and actions.

10. Sound and Music:

- If relevant, note the sound effects and music that should accompany each scene.

- This helps convey the desired atmosphere and mood.

11. Storyboard Revisions:

- Review and revise your initial storyboard to ensure it aligns with the game's design and narrative.

- Consider feedback from team members and stakeholders.

12. Sequencing:

- Arrange the panels in the correct order to create a visual flow that represents the game's progression.

- Ensure that the storyboard makes sense from a storytelling perspective.

13. Annotations and Notes:

- Add annotations or notes to explain specific details, such as gameplay mechanics, camera behaviour, or special effects.

14. Review and Feedback:

- Share the storyboard with the development team, including artists, writers, and designers, to gather feedback and make necessary adjustments.

15. Finalization:

- Create a polished version of the storyboard with clear and legible drawings.

- Ensure that it accurately represents the vision for the game.