AGATE MOBILE GAME DEVELOPER CAMP

*Day 2*

MOCKUP

- Perbandingan karakter dibandingkan layar dan environment

MOCKUP

- Layout GUI
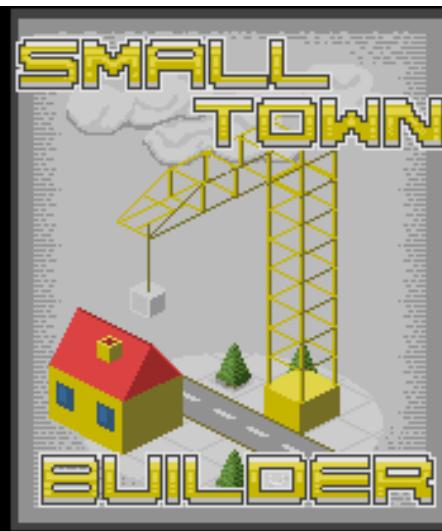
STORYBOARD

- Storyboard : sekumpulan sketsa yang menunjukkan bagaimana rangkaian kejadian terjadi didalam game.
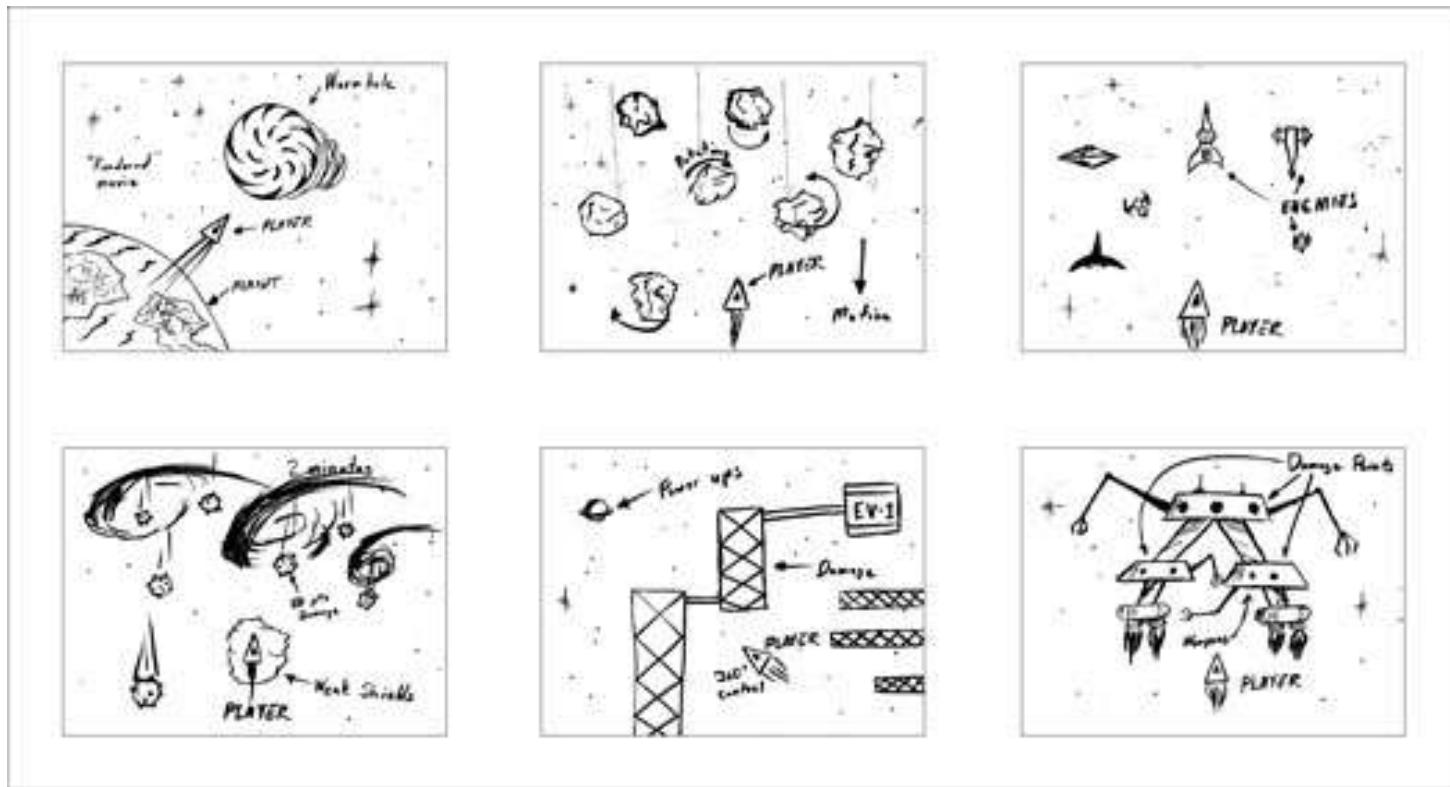
*Storyboard yang menggambarkan tingkat kesulitan tiap level dan tujuan akhir*

STORYBOARD

SCREEN FLOW

1. Main menu
2. Level selections
3. In-game
4. Tutorial
5. About/Credits

SCREEN FLOW
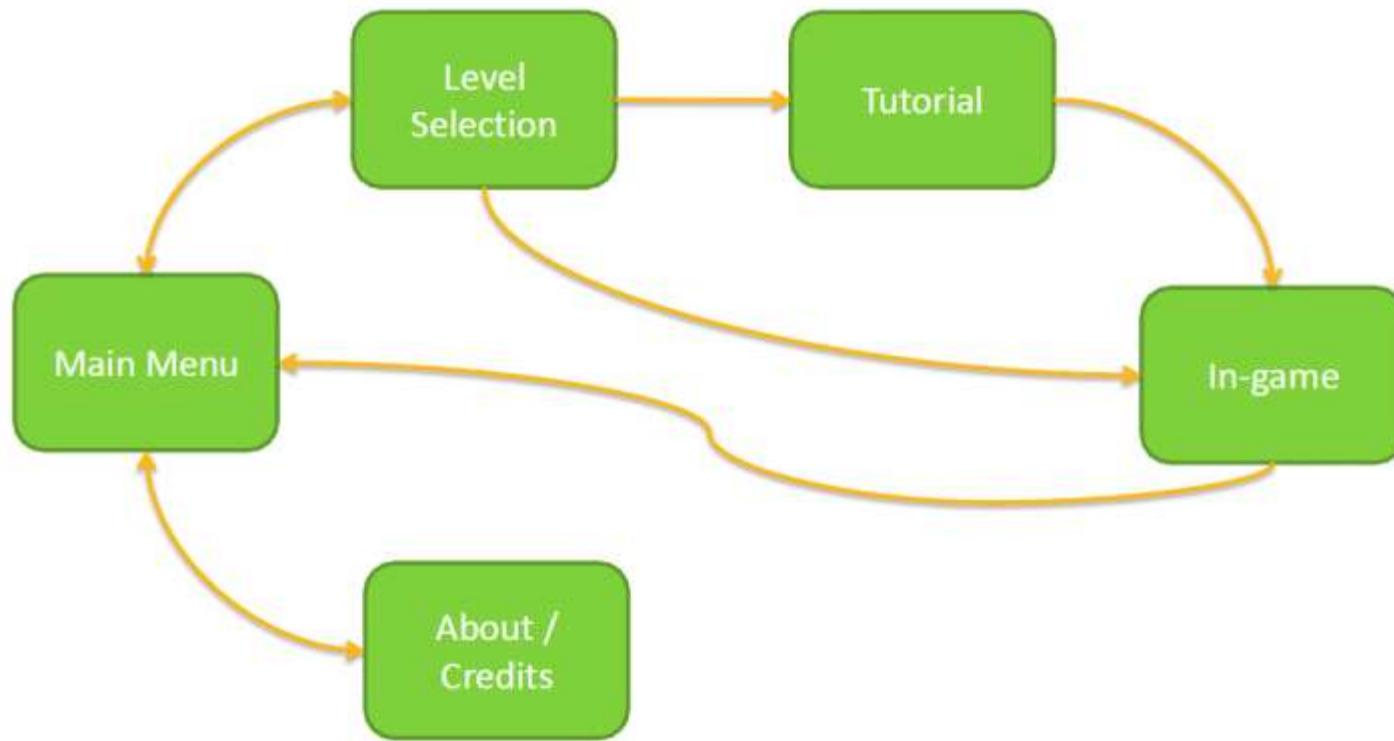
ASSET LIST

Prioritas	Nama Asset	Animasi	Format	Ukuran	Frame	Keterangan
A	Karakter_A	*Idle*	PNG	100x100	Frame 1-5	hentakkan kaki
		Jalan	PNG	100x100	Frame 1-5	jalan biasa
B	Karakter_B	*Idle*	PNG	100x100	Frame 1-5	ngebas-ngebas rambut
		Jalan	PNG	100x100	Frame 1-5	jalan biasa
		lari	PNG	100x100	Frame 1-4	lari terbirit-birit

No	Nama Frame	Button1	Button2	Keterangan
1	Intro	Tombol_play	-	-
2	Scene1	Next_Scene2		-
3	Scene2	Next_scene3	Next_scene4	-
4	Scene3	Next_Scene5	Next_Scene6	-
5	Scene4	Next_Scene7	Next_Scene8	
6	Scene5	Play_Again	-	Ending1
7	Scene6	Play_Again	-	Ending2
8	Scene7	Play_Again	-	Ending3
9	Scene8	Play_Again	-	Ending4
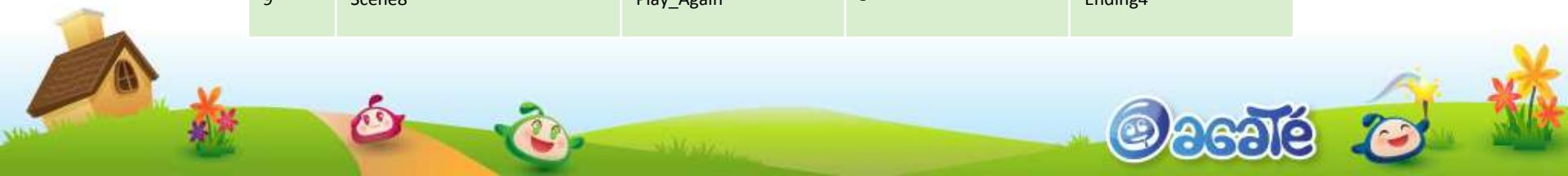
Choose Your Own Story

- Tree
- Storyboard
- Asset List

Tree
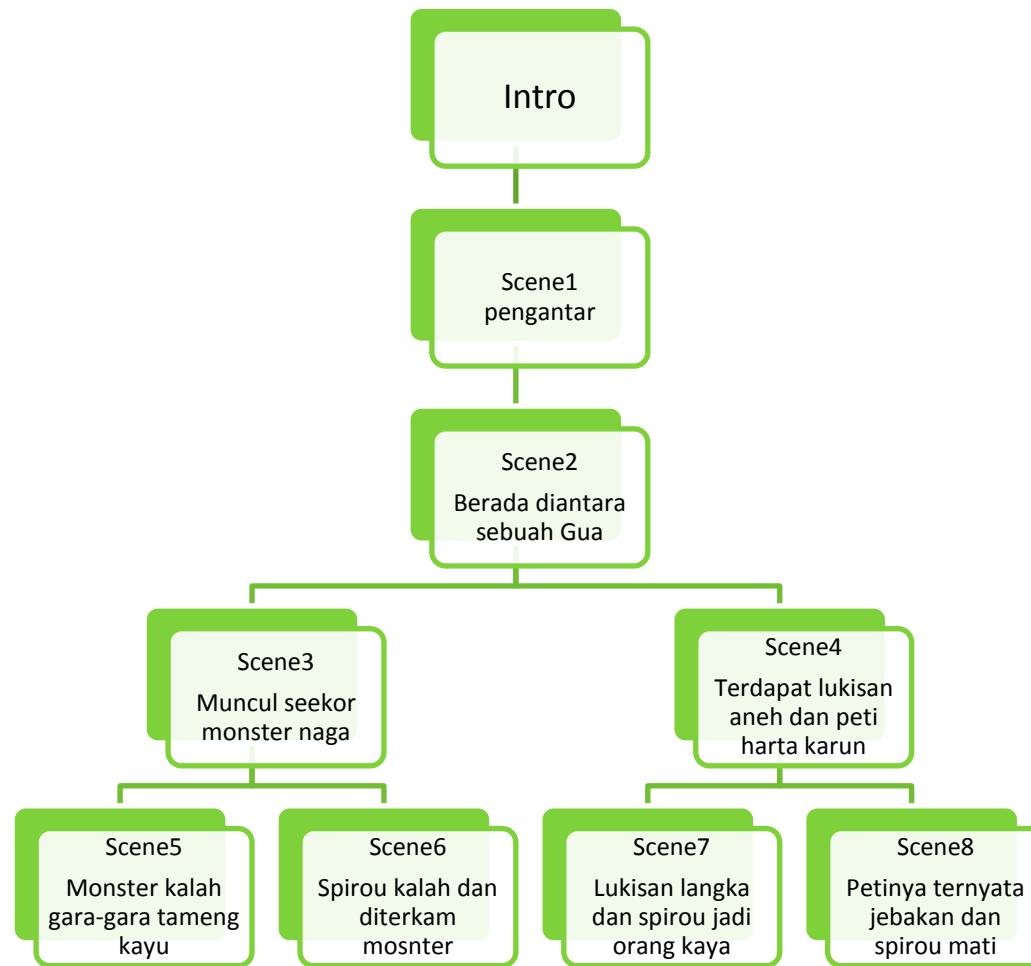
THANK YOU

AND LET THE GAME BEGINS...