

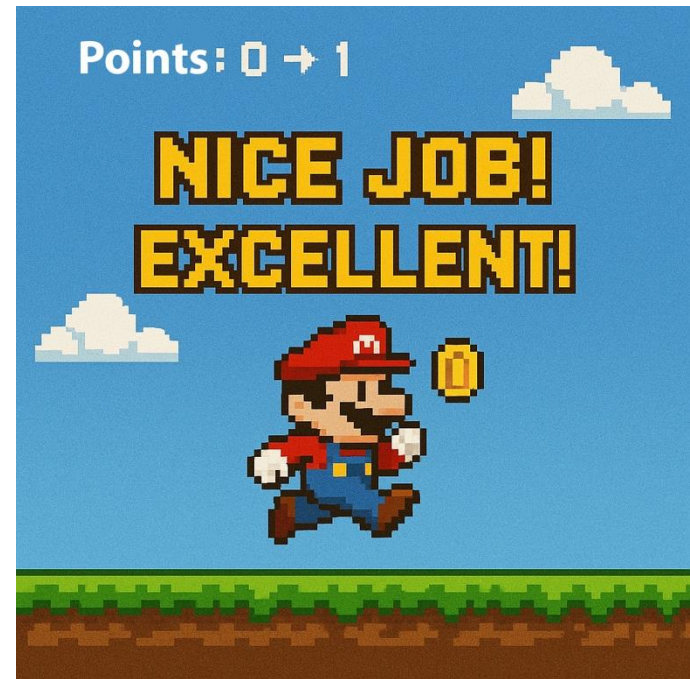
Scene 1: "Press Start to Begin" (00:00 – 00:05)

- The screen opens to a cheerful blue sky clouds.
In the center, bold yellow letters pop with shadowed edges:
"DESIGN DASH"
- Just below that, in glowing white pixel font, the words blink steadily: **"PRESS START"**
- The phrase **"PRESS START"** is **centered beneath the title**, slightly above Mr. M's head.
- Down on the grassy platform at the bottom, **Mr. M stands** waiting to run.
- **Music:** 01. Ground Theme.mp3
Classic, cheerful 8-bit track that introduces a retro-style vibe.



Scene 2: “The Rookie Run” (00:05 – 00:15)

- With a soft *click*, the game begins. M takes off and run.
- Gold coins shimmer, scattered just above the ground and higher in mid-air. He jumps again and again to collect them as mCollects more coins number on top left increases.
- Then text appears **Nice Job!** or **Excellent!**
It’s as if the game itself is cheering on a first-time player.
- **Music:** Balloon Game.mp3
Fun, playful loop perfect for movement.



Scene 3: “The Swarm” (00:15 – 00:23)

After earning some points

Suddenly —tiny but furious, divebomb **bees** appears from right towards Mr. M and He jumps on them and defeats them. As the final bee is defeated, a **2X** coin floats down:

A text appears: “**Double Points Earned!**”

Music: 2020-04-24_-_Arcade_Kid_-_David_Renda.mp3

Adds more arcade-like action energy.



“Rise of the Mushrooms” (00:23 – 00:30)

As Mr. M moves forward and get more coins then From the right **mushrooms** hop toward Mr. M, squishy and menacing.

He springs into action, jumping each one.

With each bounce, his power grows.

Suddenly, he glows. He lifts slightly from the ground.

His size increases — **he grows bigger** — not just in height, but in confidence.

Now, he’s ready. And then again he moves forward.

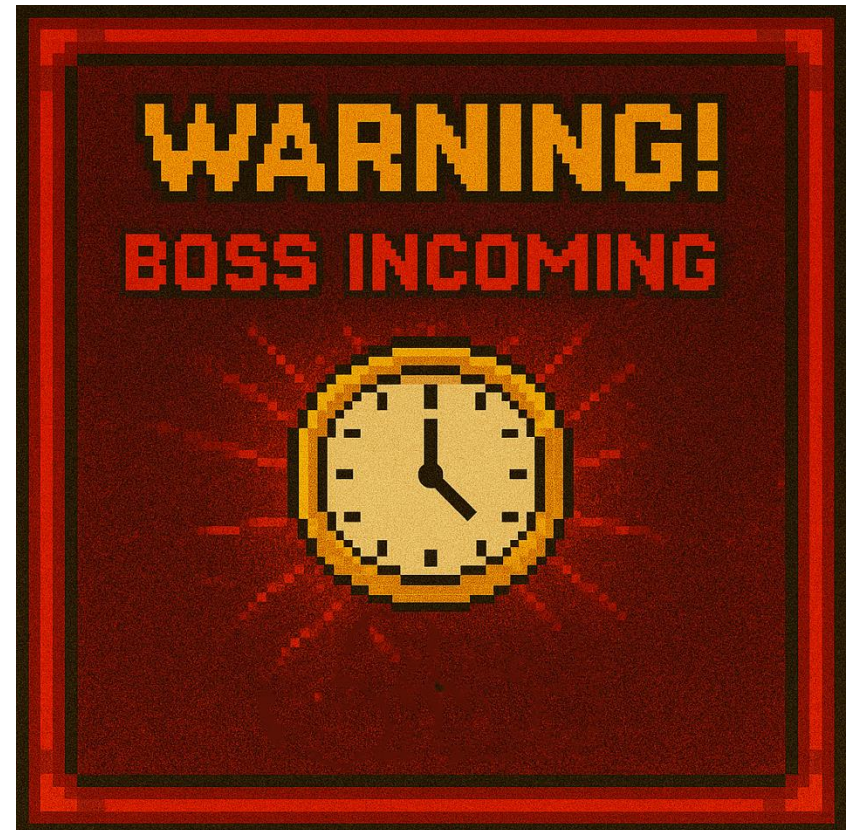
- Music: Bassa Island Game Loop.mp3
This loop has a bouncy rhythm that fits a transformation or level-up scene.

Points :25



“Warning from Time” (00:30 – 00:35)

- A giant clock fades into the screen.
Red borders pulse. A timer begins to count down.
Text flashes :
“WARNING! BOSS INCOMING!”
The music turns dark, urgent. Mr. M stares ahead,
silent... focused.
Music: 428631__satchdev__warning-sound.wav — a sharp,
urgent alert tone — as **warning sound**

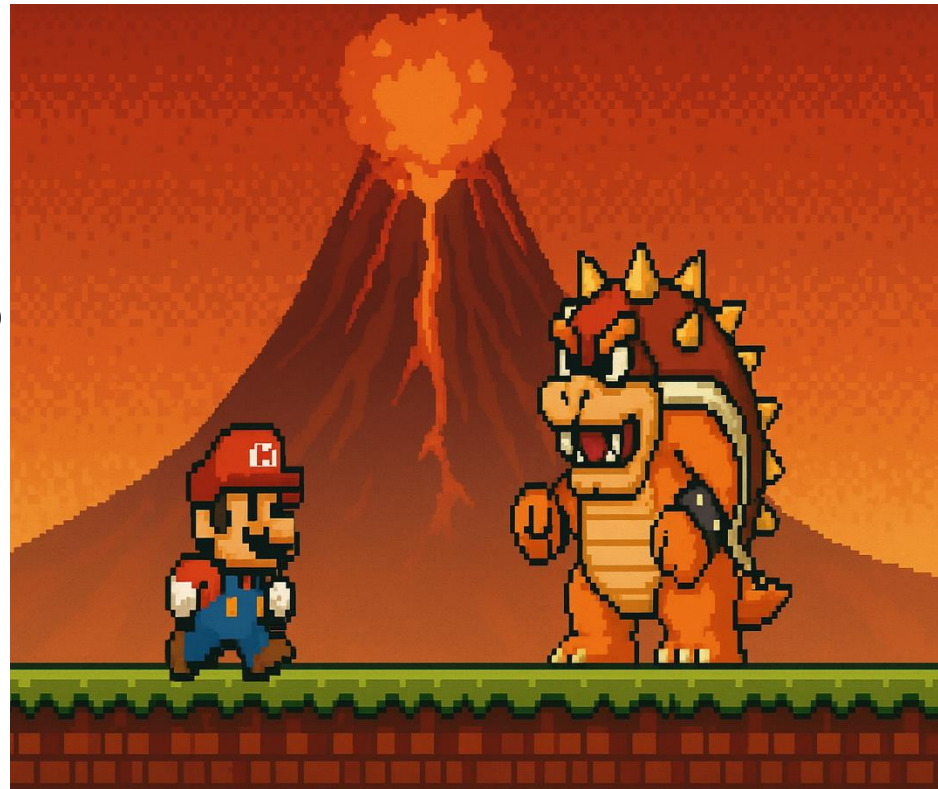


Scene 5: “The Boss Has Arrived” 00:35 – 00:42

- The ticking clock from the previous scene **fade**. Suddenly... the atmosphere shifts.
- From the **right side of the screen**, a **volcanic background slowly slides in**.
- **A giant armored brute**, scales blazing, spikes gleaming appears from the right
- he settles in the the screen, facing Mr. M...
- **BAAAAH!**
He lets out a ridiculous, echoing **goat bleat**, subverting the tension for a moment of unexpected humor.
- **Mr. M**, tiny in comparison, takes a cautious step forward — fists clenched, but not afraid.

Music: 04. Castle Theme.mp3

Dark and suspenseful music, perfectly matches the arrival of a powerful boss



“The Final Mistake” (00:42 – 00:53)

- A flashing message appears mid-screen:
“PRESS X & RELEASE — SPECIAL MOVE READY!”
Mr. M **FARTS and** launches into the air, soaring toward the Boss’s head.
But at the last second, the Boss steps forward.
Instead of a clean hit —
SMACK!
Mr. M crashes *back-first* into the Boss’s spiked shell.
A sharp thud, a squeaky gasp, and he spirals downward — defeated.
- **Music:** 2015-09-25_-_Old_Video_Game_Music_1_-_David_Fesliyan.mp3
Slightly epic but lighthearted — creates a funny “false hope” just before disaster with funny screaming sound effect.



“The End... For Now” 00:53 – 01:00

- After winning He lets out a ridiculous, echoing **goat bleat again**
- **Then** Suddenly, the screen goes **black and** bold text **types itself on screen saying :GAME OVER**
- **Music:** 08. Lost a Life.mp3
Classic, slightly sad chiptune music for a retro game over moment



Storyboard Breakdown with Timing & Music

- ****00:00 - 00:05**** — Title Screen
- Mr. M stands under pixel sky, 'Press Start' blinking. Calm chiptune intro music.
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- ****00:05 - 00:15**** — Mr. M Runs & Jumps for Coins
- Gameplay starts, Mr. M jumps and collects coins. Popups: 'Nice Job!', 'Excellent!'
- 🎵 Music: 'Balloon Game' (light, bouncy)
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- ****00:15 - 00:25**** — Mini Villains Attack
- Bees fly in from right, mushrooms bounce from left. Mr. M spins/farts to defeat.
- 🎵 Music shifts: 'Arcade Kid' (action arcade feel)
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- ****00:25 - 00:30**** — Skill Unlocked
- Badge appears 'Double Points!', Mr. M glows and grows. Dramatic sound sparkles.
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- ****00:30 - 00:35**** — Boss Warning
- Clock drops in with red flashes, 'WARNING! Boss Incoming!'
- 🎵 Music: 'Castle Theme' (tension builds)
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- ****00:35 - 00:45**** — Boss Appears
- Volcano background, boss rises. Mr. M faces him with new skill.
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- ****00:45 - 00:55**** — Mr. M Attacks & Loses
- Mr. M flies with fart, hits boss's sharp armor. Defeated.
- 🎵 Music: 'Lost a Life' (short defeat cue)
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- ****00:55 - 01:00**** — Ending Scene
- Boss smirks, Mr. M falls off screen. End screen: 'Try Again?'
- 🎵 Music: Returns to intro or 'Balloon Game' (soft tone)