

**PROJECT 26 WORKSHEET**  
**CREATING A STORYBOARD FOR A MUSIC MULTIMEDIA PROJECT**

**Name:** \_\_\_\_\_ **Class:** \_\_\_\_\_ **Due Date:** \_\_\_\_\_

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**Purpose and Setting**

- Step 1:** Provide a clear statement of purpose and describe the setting for which your project is intended.

**Objectives**

- Step 2:** List the objectives for your project in the form of statements about what you want the user to do. Be sure to ask yourself if the objective has a direct relationship to your purpose. Following each objective, include a description of what media (sounds, graphics, text, movies, interactive CD) that you will need to include to meet each objective.

### **Media Inventory**

- Step 3:** To develop Media Inventory you might use the database portion of AppleWorks which was featured in Project 13. Use the storyboard as a model and complete a simple database. Print this and attached it to this form. Try to include a card for each media object you intend to use. If your instructor gives you a megabyte limit for your project, stay within that limit and figure ways to compromise.

### **Design Layout**

- Step 4:** Provide a diagram that lays out your project. Take time to think through each screen and what it might contain. Try to include indications of links where appropriate. Make sure that your design layout is consistent with your purpose and objectives.

### Screen Sketches

- Step 6:** Provide sketches of at least 10 cards from the project. If your screens use buttons, include the scripts that are likely to be used. Render these sketches below and on separate pieces of paper if necessary.