



The STORYBOARD QUEST PACK

3 BRANCHING STORYBOARDS
THAT LEVEL UP YOUR
LEARNING DESIGN

CHOOSE WISELY

SHAPE OUTCOMES

CREATE IMPACT

EASY

THE VILLAGE PATH

MEDIUM

THE RAVINE OF
DECISIONS

HARD

THE CURSED
KEEP CRISIS

WHY BRANCHING WORKS

From Passive to Powerful Learning

PASSIVE LEARNING

Click. Next. Repeat.
Information fades.

ACTIVE LEARNING

Make choices.
See consequences.
Build real skills.

VS.



Branching turns learners into decision-makers.
That's where learning sticks.

EASY

THE VILLAGE PATH

SLIDE	TITLE	VISUAL DIRECTION	ON-SCREEN TEXT	AUDIO / DIALOGUE	INTERACTION	NAVIGATION / DEV NOTES
1	Welcome to Clickmore Goods	Medieval fantasy marketplace counter. Mara nervous behind desk. Customer approaching with damaged parcel. Warm fantasy Clickmore style.	Mara needs your help.	Customer: "This package arrived late." Mara: "And now it's damaged."	Click Next	Auto-animate customer entrance.
2	Situation Escalates	Customer slams box on counter. Mara looks at learner.	How should Mara respond?	Customer: "I've called twice already. Fix this now." Mara: "What should I do?"	Click Next	Pause before learner decision for tension.
3	Choose Your Response	Same scene with 3 choice buttons.	Choose wisely.	None or ambient marketplace sound.	A) Apologize and ask for order number B) Offer refund immediately C) Blame shipping team	Buttons branch to corresponding slide. Disable Next until choice selected.
4A	Best Path	Customer posture softens. Mara listening confidently.	You chose empathy + fact-finding.	Mara: "I'm sorry this happened. May I get your order number so I can fix it?" Customer: "Yes... thank you."	Continue button	Positive sound cue.
4B	Costly Shortcut	Customer smiles. Treasury official in background shocked. Coins flying.	Fast fixes can create new problems.	Mara: "We'll refund everything immediately." Treasury Official: "Again?!"	Continue button	Light humor animation.
4C	Wrong Turn	Customer angrier. Mara uncomfortable.	Blame increases frustration.	Mara: "Shipping caused this." Customer: "I called you."	Continue button	Slight shake effect on complaint text.
5	What Great Service Knows	Mara now calm and capable. Customer neutral.	Strong service starts with listening. Gather facts before solving.	Narration (optional): "Quick reactions feel efficient, but thoughtful responses build trust."	Click Next	All branches converge here.
6	Quest Complete	Mara smiles. Clickmore banner overhead.	You completed Easy Mode. Title Earned: Apprentice Designer	Mara: "Thanks. I think I can handle the next one."	Restart / Exit	Add button: Try Medium Mode



MEDIUM

THE RAVINE OF DECISIONS

SLIDE	TITLE	VISUAL DIRECTION	ON-SCREEN TEXT	AUDIO / DIALOGUE	INTERACTION	NAVIGATION / DEV NOTES
1	Return to Clickmore Goods	Mara confidently working counter. Busy market day.	Mara has grown... but today is harder.	Narration: "Some challenges involve more than one problem at once."	Click Next	Establish continuity from Easy Mode
2	Triple Trouble Arrives	Customer enters frustrated carrying parcel + bill.	Three issues. One conversation.	Customer: "I was charged twice, my package is late, and no one helped me."	Click Next	Dramatic entrance animation
3	Choice #1 Prioritize	Mara turns to learner.	What should Mara do first?	Mara: "Where do I begin?"	A) Ask which issue matters most first B) Defend company policy C) Promise refund for everything	Branch buttons
4A	Best Start	Customer posture softens.	You invited clarity.	Mara: "I'm sorry this happened. Which issue should we solve first?" Customer: "The double charge."	Continue	+Trust
4B	Defensive Start	Customer grows angrier.	Policy before empathy creates friction.	Mara: "Charges can take several days..." Customer: "You're not listening."	Continue	-Trust
4C	Overpromise	Customer hopeful. Mara nervous.	Quick promises create pressure.	Mara: "We'll refund it all." Mara whispers: "Can we do that?"	Continue	+Relief / +Risk
5	Choice #2 Billing Issue	Screen shows account info. Duplicate charge is pending reversal automatically.	What should Mara explain?	Mara: "The system found something."	A) Explain clearly and give timeline B) Ignore charge, discuss shipping C) Escalate without context	Branch buttons
6A	Clarity Wins	Customer calmer.	Transparency builds trust.	Mara: "This second charge is temporary and reverses within 24 hours." Customer: "Good to know."	Continue	+Clarity
6B	Avoidance	Customer suspicious.	Unanswered concerns grow.	Customer: "You skipped the billing issue."	Continue	-Trust
6C	Lazy Escalation	Messenger raven flies off confused.	Escalation without context delays help.	Raven note reads: "Problem unclear."	Continue	Humor beat
7	Choice #3 Delivery Delay	Map shows storm delay.	Final issue: package delay.	Mara: "Storms caused delays. What now?"	A) Offer options (wait/cancel/replace) B) Say nothing can be done C) Read shipping policy aloud	Outcome logic based on prior choices
8	Gold Ending	Customer satisfied. Mara proud. Market applauds mildly.	Customer recovered. Trust restored.	Customer: "Thanks for actually helping." Mara: "That felt good."	Finish	Trigger if mostly A choices
9	Silver Ending	Customer accepts solution but still annoyed.	Problem solved. Experience average.	Customer: "Fine. I guess."	Finish	Mixed choices
10	Red Ending	Complaint raven swarm overhead.	Issue unresolved. Complaint submitted.	Customer: "I'll tell everyone." Mara: "Understandable."	Finish / Retry	Mostly poor choices



HARD

THE CURSED KEEP CRISIS

SLIDE	TITLE	VISUAL DIRECTION	ON-SCREEN TEXT	AUDIO / DIALOGUE	INTERACTION	NAVIGATION / DEV NOTES
1	Trouble at Clickmore Keep	Great hall of keep. Staff rushing everywhere. Papers flying. Bells ringing.	Today, you are in charge.	Narration: "Leadership often arrives disguised as chaos."	Click Next	Strong dramatic opening
2	Four Problems at Once	Split screen: Mara, Finance, HR staffer, empty desks.	Everyone needs you now.	Mara: "VIP customer furious downstairs!" Finance: "Refunds are rising!" Staffer: "Records may be falsified."	Click Next	Build urgency
3	Choice #1 First Priority	You stand center of hall.	What do you handle first?	Mara: "Where do I begin?"	A) VIP customer B) Falsified records C) Stabilize operations + delegate	Branch
4A	Customer First	VIP pacing angrily. Other issues unresolved in background.	Visible fire handled first.	VIP: "Finally."	Continue	+Customer / -Ops
4B	Ethics First	Quiet records room. Mara struggling downstairs.	Hidden risks matter too.	Staffer: "Glad you took this seriously."	Continue	+Integrity / -Customer
4C	Delegate First	You issue calm instructions. Team mobilizes.	Systems thinking begins.	Mara, hold customer. Lead rep, cover floor."	Continue	+Ops
5	Choice #2 Delegation Pressure	Mara asks who should handle VIP if not you.	Who takes the customer?	Mara: "Who should step in?"	A) Mara alone B) Senior rep with authority C) Leave waiting longer	Branch
6A	Too Soon	Mara tries but is overwhelmed.	Support matters.	Mara: "I'm not ready for this one."	Continue	-Confidence
6B	Strong Delegation	Senior rep assists professionally.	Good delegation multiplies leadership.	VIP calms slightly.	Continue	+Trust
6C	Delay	VIP gets louder. Crowd gathers.	Waiting is also a decision.	VIP: "Unbelievable!"	Continue	-Trust
7	Choice #3 Ethics Pressure	Executive raven arrives with note.	"Can the records issue wait until tomorrow?"	Raven drops sealed message.	A) Delay review B) Begin fact-finding now C) Quietly fix numbers yourself	Branch
8A	Delay Path	Numbers safe today. Risk grows silently.	Short-term comfort, long-term danger.	Narration: "Some problems compound quietly."	Continue	+Today / -Later
8B	Integrity Path	Team sees fair leadership.	Transparency builds culture.	Staffer: "Thank you for addressing it."	Continue	+Integrity
8C	Manipulation Path	Ledger glows ominously.	Fast coverups age badly.	Narration: "You solved the wrong problem."	Continue	Major risk flag
9	Choice #4 Team Capacity	Exhausted team visible. Long lines forming.	Staff energy is fading.	Employee: "We can keep pushing... I think."	A) Reassign workload + communicate priorities B) Push harder C) Ignore morale	Outcome logic based on prior choices
10	Leadership Ending	Team steady, customer recovered, records addressed. Hall brighter.	You led through complexity.	Mara: "Everything changed when someone got organized."	Finish	Best ending
11	Customer Hero Ending	VIP happy, internal issues worsen later.	You solved the visible problem only.	Finance coughs nervously.	Finish	Narrow success
12	Ethics Ending	Records handled, operations rough day.	You protected trust, at a cost.	Team tired but respectful.	Finish	Principled ending
13	Burnout Ending	Team exhausted, morale drops.	Results arrived. People paid for them.	Employee slumps onto desk.	Finish	Common real-world failure
14	Crisis Ending	VIP complaint, audit, resignations. Raven swarm overhead.	Everything escalated.	Mara: "That got away from us."	Finish / Retry	Worst ending
15	Reflection Screen	Mirror of Design style chamber.	No perfect option existed. Leadership was choosing tradeoffs well.	Narration closes module.	Retry / Exit	Strong debrief

5 RULES OF GREAT SCENARIO DESIGN



1.

MEANINGFUL CHOICES



Learners must make real decisions.

2.

REALISTIC STAKES



Choices should carry weight and consequences.

3.

VISIBLE CONSEQUENCES



Show the impact of every decision.

4.

USEFUL FEEDBACK



Explain why the outcome happened.

5.

REPLAY VALUE



Curiosity drives learners to try again.



Great scenarios don't just teach.
They create experiences that stick.

A knight in a purple cape with a gold cross emblem on the back stands on a stone path, looking towards a large, multi-towered castle on a hill. The scene is set at sunset, with a golden sun low on the horizon, casting a warm glow over the landscape. The sky is filled with soft, colorful clouds. The entire scene is framed by a decorative border with fleur-de-lis motifs.

YOUR QUEST CONTINUES

Better scenarios.
Better learning.
Stronger results.

LEAVE
"NEXT"
BEHIND.



Create learning adventures
your learners will remember.