Mars XR 2 - Phase 1 Submission

Mural Template User Guide

1. Access the [Mural Storyboard Template](#)

2. If it is your first time using Mural, you may need to create an account
   a. Follow the prompts provided by Mural to complete account setup
   b. You will then be taken to the Mars XR 2 Storyboard Template

3. The first time you view the template you will not be able to edit it until you click (at the top of the page) **Create mural from template**

   Create mural from template

   a. This action creates a Mural from the template and saves it to your personal Mural workspace

4. The default *mode* in Mural is *Editing mode* where you can modify certain objects in the Mural space
   a. This will allow you to*
      i. Paste images of your storyboard into the frames
      ii. Edit the blue text at the top of each panel, indicating your team name and the scenario/asset that you are storyboarding
      iii. Fill in descriptive text fields around your storyboard to support your submission (you can write everywhere you see "Type your paragraph...")

      *progress is saved automatically as you build your storyboard. There are undo/redo buttons toward the top-left or you can use on your keyboard Ctrl/Cmd + X/Y

5. Toward the bottom-right is a navigation panel which includes a hand icon 🖐 which will put you in *Move mode* to allow you to pan across the screen
   a. There are multiple copies of the storyboard panel in this template to allow you to create multiple sequences
   b. In *Editing mode* you can select all of the objects in a storyboard (click and drag a box around an entire panel) and either right/command-click and select "Duplicate" or on your keyboard press ctrl/cmd+D. This will create more panels for you to work with, if you need them

6. In the top left, be sure to click on the Mural name to edit and give your Mural a title,

   preferably one to match your team name.　Untitled mural ⌄ → Red Team ⌄

7. When you have completed your storyboard and are ready to add it to your Mars XR 2 submission:
   a. At the top toward the right of your Mural, click the Share button

   ⬆ Share

   b. In the dialog box that appears, first click the "**Visitors**" tab to find a link that is specifically view-only. Then click the **Copy link** button
   c. Next, head over to the [HeroX challenge page](#), log back into your submission form, and paste the link you copied into the submission form field titled "**Link to Mural Storyboard**"
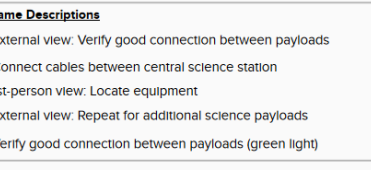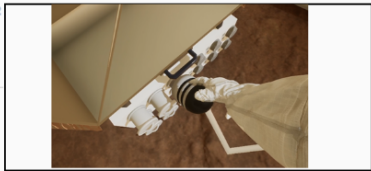
Tips for Creating a Storyboard
- The perspective frames in the template are numbered (1-5). Any descriptive language in your text boxes that is related to a specific image should be denoted by the number of the image (e.g. add a **(3)** or **#2** to that part of the sentence, depending on the frame number).
- Mural allows you to paste images into the numbered frames so if you are creating your frame artwork in another application you can copy and paste it into the respective frame. You can also upload images in the traditional manner.

Storyboard Title, Sequence, & Description

This test scenario allows a user to locate the equipment needing transport and transport it to where it needs to go. This includes deploying a central science station and payload. Once deployed, they can verify the connection between the payloads. The steps can be repeated as many times as needed, or for as many payloads as needed.

Example Team, Test Scenario

Assets Available in this Storyboard
- Equipment
- Central science station
- Science payload #1
- Cables

Actions Executable in this Storyboard
- Locate equipment
- Transport equipment to site of interest
- Deploy central science station
- Deploy science payload #1
- Connect cables between central science station and science payload #1
- Verify good connection between payloads (green light)
- Repeat for additional science payloads

Frame Descriptions
1 External view: Verify good connection between payloads
2 Connect cables between central science station
3 1st-person view: Locate equipment
4 External view: Repeat for additional science payloads
5 Verify good connection between payloads (green light)