

Character Designs

1. Gamer / Nerd

- **Role:** Side character for daily life vocabulary, possibly another tutor or a classmate who helps the player in social settings and introduces vocabulary related to everyday life.
 - **Design Concept:** Nerdy and intellectual, with a subtle gamer vibe, representing someone who's approachable but deeply focused on their own interests.
 - **Key Design Elements:**
 - **Clothes:** A t-shirt with a retro, pixelated design or symbol (such as a Space Invader), giving off a subtle gaming theme.
 - **Hair:** Curly hair, slightly unkempt, indicating a casual approach to style.
 - **Accessories:** Glasses, possibly large and round, enhancing the nerdy/intellectual look.
 - **Expressions:** Thoughtful and focused, but with a friendly demeanor.
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2. Hockey Player

- **Role:** A friendly local who helps the player in travel-related scenarios, like finding directions or understanding travel vocabulary. This character introduces casual Finnish conversation.
- **Design Concept:** Athletic and friendly, representing Finland's hockey culture with a laid-back vibe.
- **Key Design Elements:**
 - **Clothes:** A hockey jersey with "Local Hockey Team" printed on it, showing pride in the local culture.
 - **Build:** Tall and athletic, projecting physical strength but a friendly, approachable manner.
 - **Expressions:** Warm and inviting, slightly amused but eager to help.

- **Accessories:** Possibly holding or leaning on a hockey stick or with a hockey bag to further accentuate the sport.
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3. Metalhead

- **Role:** Side character for travel or concert-related vocabulary, possibly encountered during a concert or outdoor event, adding a cultural flavor to the game.
 - **Design Concept:** A stereotypical Finnish metal fan, representing Finland's strong metal music culture, with a cool and slightly rebellious edge.
 - **Key Design Elements:**
 - **Clothes:** A black t-shirt with "Finnish Metal Band" printed on it, along with a leather or denim jacket.
 - **Hair:** Long, straight hair, often associated with metal culture.
 - **Expressions:** Cool, laid-back, with a hint of indifference but ultimately friendly when engaged.
 - **Accessories:** Could have a necklace, band pins, or wristbands that further define their style.
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4. Train Conductor

- **Role:** A key character in travel scenarios, interacting with the player to introduce vocabulary related to tickets, destinations, and travel formalities.
- **Design Concept:** A professional, older character with a traditional conductor's uniform, showcasing authority and experience in his role.
- **Key Design Elements:**
 - **Clothes:** Traditional uniform with a formal conductor's hat, marked with "VR" (Finland's railway company), and a vest or jacket to highlight his profession.
 - **Build:** Slightly stout with a beard, reinforcing an older and more experienced look.
 - **Expressions:** Stern at first but softens as he helps the player, indicating professionalism with a touch of kindness.
 - **Accessories:** A ticket puncher or handheld device to validate tickets.

5. Waitress / Barista

- **Role:** Side character for shopping or food-related vocabulary, interacting with the player in scenarios involving ordering food or coffee.
- **Design Concept:** Friendly and approachable, working in a casual coffee shop or small restaurant, helping the player with menu-related vocabulary.
- **Key Design Elements:**
 - **Clothes:** A basic t-shirt with an apron over it, possibly with a coffee cup symbol on the apron to signify her role.
 - **Hair:** Straight hair, neatly styled, reflecting a professional but casual approach.
 - **Expressions:** Always smiling, welcoming, and eager to help, offering a warm and approachable vibe.
 - **Accessories:** Could hold a notepad or tray with coffee cups to indicate she's in service.

6. Teacher

- **Role:** A more serious character responsible for teaching grammar or in-depth language lessons. This character might be encountered during formal educational moments in the game.
 - **Design Concept:** Calm and thoughtful, representing authority and knowledge, with a no-nonsense appearance that emphasizes her focus on education.
 - **Key Design Elements:**
 - **Clothes:** A high-neck sweater, possibly in neutral tones, that emphasizes a professional, academic look.
 - **Hair:** Braided hair, giving her a traditional, neat appearance, indicating professionalism.
 - **Expressions:** Serious but not harsh, conveying patience and the ability to explain complex concepts with clarity.
 - **Accessories:** Could hold a book, tablet, or other educational tools to signify her role as a teacher.
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7. Tutor

- **Role:** The player's main guide throughout the game, helping them navigate various scenarios and providing supportive language lessons.
- **Design Concept:** Youthful and approachable, with a casual and friendly demeanor, acting as the player's constant source of support throughout their learning journey.
- **Key Design Elements:**
 - **Clothes:** Casual but professional (e.g., sweater or simple jacket), emphasizing the balance between being a peer and an instructor.
 - **Build:** Average build, approachable and relatable, someone the player can trust and connect with easily.
 - **Expressions:** Always smiling, encouraging, and understanding, designed to make the player feel comfortable while learning.
 - **Accessories:** Could have a backpack or a tablet to indicate their dual role as both student and tutor.