**Characters Voice Style**

Gran’ma (MC): Grunts and Reactions

Spirits: Vocalization

William Von Pingleton III (Villain): Voice acting (The only one who will talk in understandable words)

Enemies (Robots): Beeps and Boops.

**Script: [word count: 100/100]**

**Confrontation 1 [47 words]**

Context: After playing through the intro sequence, the MC (player) comes face to face with the Big Bad (Villain) at the central island temple near the volcano.

Villain: “Oh ho ho! Look what we have here! The Island’s shaman has *finally* arrived.”

Gran’ma: >:(

“I, William Von Pingleton III, seek innovation. And this landmass provides that in spades!”

Villain:

Gran’ma: \*assumes an aggressive position\*

“You intend to brawl? Against moi? Preposterous! A small fledgling has nothing against the might of machines!”

Villain:

Villain: “En garde!”

**Beginning of level 1 [22 words]**

Context: Gram’na was flung from the central temple and landed on the outer beach of the island. When they wake up a spirit greets them.

**Spirit:** “You’ve been out for quite a while…”

Gran’ma: >:| (angry about losing the fight)

**Spirit:** “Up ahead there’s a charm, it’ll help us kick the bad man off the island!”

Gran’ma: :o (intrigue)

**Confrontation 2 [31 words]**

Context: This would take place after the player has returned to the central temple and gained new elemental abilities. The villain has made modifications to the temple to make it look more like his lair/workshop.

Villain: “You’ve returned right on schedule.”

Gran’ma: >:)

“Full of vigor, are we? A few new tricks don’t mean much. You’re in MY domain now.”

Villain:

\*transition\*

Villain: “Second verse. Same as the first. Have at thee!”