## FIND THE CLUES

#### - description of texts in the game -

This document shows all the text that is “said” by Main Character, with the exception of 1st row. It does not include text in the 1st experince when main character lands in front of the player or dialogue in the “Boy and Girl Talking” experince.

Facial animation of main character can be neutral, sad or happy, which is displayed in 4th column.

Look up! - this is actually displayed in talk cloud above th “icon” of main character

{name of current location} - text in the currly brackets is variable that changes depending of the phase of game or aother factors. Currly brackets themselves are not displayed, all text is continous.

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|  | **DISPLAYED TEXT** | **PHASE OF A GAME** | **EMOTION ANIMATED** | **NOTES** |
| 1 | Look up!  There's a whale swimming above. | Beginning of the game, when whale appears. | N/A | This is the only pop-up message in the game. It appears at the center of screen and dissapears after 5 seconds. |
| 2 | You've ventured too far. Return to {name of current location}. | Every time player leaves the location of the experince before completing it. | **sad** | Can occur many times during gameplay. |
| 3 | {name of current location} is completed, proceed to {name of next location} | After succesfully completing every experince (except the last one - celebration). | **happy** | Will occur many times during gameplay. |
| 4 | New item in inventory:  {item’s name}! | Every time item is acquired and put in inventory. | **happy** | Will occur many times during gameplay. |
| 5 | Time is out. You got all items but your score will be reduced. | **Old Kuwait** - if player enters the Old Kuwait and does not find items in allocated time. | **sad** |  |
| 6 | Old Kuwait will disappear in  {60} seconds... | **Old Kuwait** - player enters Old Kuwait | neutral |  |
| 7 | You've left the Old Kuwait before finding items, return to old door. | **Old Kuwait** - player exits Old Kuwait without items he needs to find in this experince | **sad** |  |
| 8 | Find a shovel. | **Mud Ditch** - player has entered mud ditch playable area | neutral |  |
| 9 | Now find the Mud Ditch. | **Mud Ditch** - player has found a shovel | neutral |  |
| 10 | You're too far, come closer. | **Mud Ditch** - if player tries to pick up shovel from too far away | **sad** | Can occur many times in one experince. |
| 11 | You need to find a shovel first... | **Mud Ditch** - if player tries to dig without having a shovel in his inventory | **sad** | Can occur many times in one experince. |
| 12 | You're too far to dig.  Come closer. | **Mud Ditch** - if player tries to dig from too far away | **sad** | Can occur many times in one experince. |
| 13 | Tap on the chest to unlock it with key from your inventory. | **Mud Ditch** - chest is in front of a player | neutral |  |
| 14 | Tap on the map to scratch it with a coin from your inventory! | **Scratch-off Map** - scratch off map is in front of the player | neutral |  |
| 15 | Tap again. | **Scratch-off Map** - after 1st tap | neutral |  |
| 16 | Almost there, tap just one more time. | **Scratch-off Map** - after 2nd tap | neutral |  |
| 17 | That's it! | **Scratch-off Map** - after 3rd tap | **happy** |  |
| 18 | Come closer to hear what they are talking about. | **Boy and Girl** - when boy and girl first appear. They will start talking when player comes closer. | neutral |  |
| 19 | There are puzzle pieces floating above. Tap on them to collect. | **Jigsaw Puzzle** - beginning of the experince. Puzzle pieces appear in front of the player and expolde upwards. | neutral |  |
| 20 | You're too far away, come closer. | **Jigsaw Puzzle** - if player tries to pick them up from too far away | **sad** |  |
| 21 | All puzzle pieces are collected. Now, solve the puzzle! | **Jigsaw Puzzle** - all puzzle pieces are collected and layed in front of the player | **happy** |  |
| 22 | You have solved the jigsaw puzzle! | **Jigsaw Puzzle** - experince completed | **happy** |  |
| 23 | Congratulations, you have reached the end! | **Celebration** - player enters the last experince | **happy** |  |