

**Comments and explanation on the changes:**

- a) In the older version I talked specifically about HUD elements when in my game the narrative interface is something more about the NPCs, the cut scenes and some collectibles called Terminals that tell us the story, not only about the game itself, but about the background story and historical precedents that allow us to understand better the game and the Halo universe. I have also changed the conclusions that talked about that part in specific.
- b) The feedback I received mentioned the way I did the part on narrative interface. I have watched it again and it is true that I do not explain anything of the narrative interface itself or how the elements I mention are related to the main story or the background story. It is an enumeration of the diegetic and non – diegetic elements instead of an explanation on how those elements are related with the narrative and the way the designer conveys the narrative to the player.

Those are basically my changes: I redid the narrative interface part and now I talk about the importance of the cutscenes and the NPCs and I explain in detail the importance of the Terminals.