Jose and Coquí Interactive Book Script

## Page 1

### Illustration:

Jose and mama are in the living room. Jose sits on some packed boxes while mama carries one of the boxes out to the car.

### Script:

Jose is very sad today. His mother is packing up all their things. Jose’s family is moving from Puerto Rico to New York.

“Mamá, I really don’t want to go”, said Jose. “I really like it here.”

“Don’t worry mi hijito”, said Mamá, “you will love New York, I promise!”

### Instructions:

“Help Mamá move some of the boxes by dragging them to the other side of the room. Make sure they are stacked neatly.”

### Interaction:

The user will be able to drag the boxes to the other side of the room by dragging them over. The boxes will have physics properties; hence, the user will be able to play around with them. Once they are stacked neatly the user will get an arrow to move to the next page. If 10 seconds have gone by with no interaction or without having the boxes stacked, the “Next page” arrow will show.

## Page 2

### Illustration:

Jose’s older sister stands in front of a full body mirror trying out a new hat and a nice dress.

### Script:

Jose’s older sister Lisa is very happy to be moving to New York. Her dream is to be an actress on Broadway!

“I can’t believe we are moving to New York!” said Lisa. “I am so happy!”

### Instructions:

“Take some pictures of Lisa in her new hat and dress by touching anywhere on the page.”

### Interaction:

As the user touches the screen, pictures will be taken of the area the user has interacted with. Flashes will be shown along with a clicking sound. The pictures will be shown a Polaroids falling from the top of the screen. The user will be presented with a “Next arrow” after 3 pictures or after 10 seconds of no interaction.

## Page 3

### Illustration:

Jose is now sitting on the front steps of his house still feeling sad. It’s a beautiful warm day and the skies are clear; the grass is green and colored with flowers showcasing the beauty of the Puerto Rican landscape.

### Script:

Sitting outside and still sad, Jose says to himself, “No me quiero ir. There are so many things here that I love!”

As Jose closes his eyes, he hears an unfamiliar voice which replies, “Then why don’t you take the things you love with you!”

Jose opens his eyes surprised wondering who just said that.

### Instructions:

“Drag the page around to see who is talking to Jose”

### Interaction:

The user will be able to move the entire seen around to see the overflown back ground. Coquí will be in one of the edges of the page on or behind a flower or bush. Once Coquí appears the “Next arrow” will be shown. If there is no interaction for ten seconds the arrow will be shown.

## Page 4

### Illustration:

Coquí is sitting/standing next to Jose on the steps of his home.

### Script:

“Hey, wait a second”, says Jose. “You’re a frog!”

“My name is Coquí, nice to meet you”, said the frog. “Why don’t you show me what you love about Puerto Rico and I can show you how to take it with you wherever you go!”

“Great idea, Coquí!” said Jose. “Vamonos!”

### Instructions:

“Swipe the screen to get Jose and Coquí started on their new adventure!”

### Interaction:

The user will have to swipe the screen twice in any direction. For every swipe, either Jose or Coquí will move out of the screen very quickly. Once both of them are out of the screen, the “next arrow” will show. If there is no interaction for ten seconds the arrow will be shown.

## Page 5

### Illustration:

The setting is now in El Yunque National Forrest. Jose taking a dip at the base of a beautiful small waterfall while Coquí floats around lying on a leaf.

### Script:

“Me encanta El Yunque”, said Jose. “Swimming here is so much fun!”

“I love it too”, said Coquí, “but you can’t take El Yunque with you, Jose. It’s just too big.”

### Instructions:

“On this page there are no instructions. It is more of an animated scene.”

### Interaction:

The “Next arrow” will be shown immediately after the narration.

## Page 6

### Illustration:

Jose and Coquí are now standing next to a “piraguas” cart in the city. This illustration should give the reader a feel as to how a Puerto Rican city feels: pidgins, cars, motorcycles, small markets and vibrant colors.

### Script:

“I love piraguas! They are sweat, icy cold and refreshing!” says Jose.

“Me too!”, said Coquí. “But you can’t take piraguas with you, Jose. They will melt in your maleta.”

### Instructions:

“Drag the ingredients in order into the circle in order to make a piragua!”

### Interaction:

Here the user will have the opportunity to create their own piraguas by dragging the ingredients from the cart into a circle near Jose: cup, crunched ice and flavor. Once the piragua is complete, Jose will raise it to his mouth and the “Next arrow” will show. If there is no interaction for ten seconds the arrow will be shown.

## Page 7

### Illustration:

The setting is now in an outside food market. Here we should portray as many local fruits and vegetables as possible in a market style display, crates, scales, etc.

### Script:

“Mmm, I love coming to el Mercado!” says Jose. “Here I find my favorite fruit, QUENEPAS!”

“Si! Me too!”, said Coquí. “But you can’t take Quenepas with you, Jose. You will eat them all before you get to new York”

### Instructions:

“Measure one pound of Quenepas on the scale and place them in a bag for Jose to take home.”

### Interaction:

The user will be able to take Quenepas from a crate and put them on a scale. Once the scale measures one pound, the user will be able to take those and place them in an empty bag next to Jose and Coquí and the “Next arrow” will show. If there is no interaction for ten seconds the arrow will be shown.

## Page 8

### Illustration:

The setting is now in an outside food market. Here we should portray as many local fruits and vegetables as possible in a market style display, crates, scales, etc.

### Script:

“Mmm, I love coming to el Mercado!” says Jose. “Here I find my favorite fruit, QUENEPAS!”

“Si! Me too!”, said Coquí. “But you can’t take Quenepas with you, Jose. You will eat them all before you get to new York”

### Instructions:

Use the scale to weigh one pound of Quenepas and place them in a bag for Jose to take home.

### Interaction:

The user will be able to take Quenepas from a crate and put them on a scale. Once the scale measures one pound, the user will be able to take those and place them in an empty bag next to Jose and Coquí and the “Next arrow” will show. If there is no interaction for ten seconds the arrow will be shown.