## EXAMPLE DEMO

This short interactive animatic has been created within powerpoint as an example.

PLEASE USE THE BUTTONS TO NAVIGATE THROUGH SLIDES

In a final version the navigation buttons would be either removed or be designed to be more fitting with the style of the game, other than the ones for giving responses.

## SCENE 1

This scene would be the first in the game, showing the player arriving at the island.










REALLY?
THAT'S INTERESTING... MORAG
DIDN'T MENTION IT. I JUST ASSUMED WITH YOUS BEING RELATED AND ALL... ANYWAYS, I WON'T HOLD IT AGAINST YOU!

SOME OF YOUR CUSTOMERS MIGHT THOUGH... THEY CAN BE A BIT STUBBORN ABOUT USING

ENGLISH.












This would be quiz in actual game to determine Gaelic ability. Depending on the players results, they would go on to a varying degree of complexity with the Gaelic. The quiz would be integrated into conversation with Màiri, and afterwards the player would be shown the post office and have the job explained.

Here, Màiri would introduce the player to some basic Gaelic on the walk to the post office, and then show the player around the post office and explain the job.

## SCENE 2

This scene appears much later in the game, and is intended for users with intermediate Gaelic.

Highlighted text can be clicked on here to find out more information / translate



















FÃGE!








End (for now)

