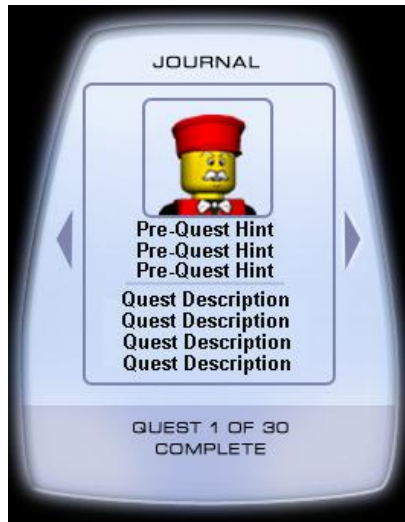


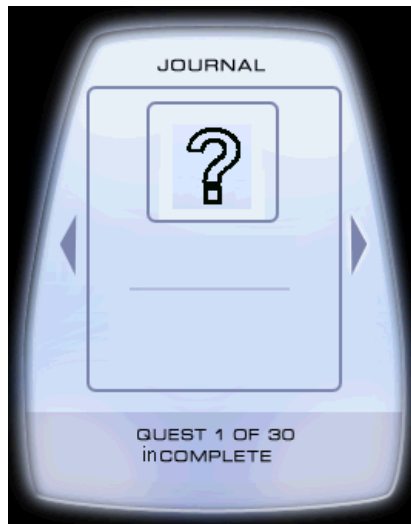
## **Journal . V2**

The Journal is used to help the player by recording information regards the games quests. This works as follows:

- Each Quest has a page dedicated to information and help for the player.
- Each page is split into three sections.
  - Section one – Displays an image of the character that triggers the quest.
  - Section two – Displays a hint to the quest
  - Section three – Displays quest description/instructions.
- The info bar lists which quest is displayed (out of 30) and its status, Incomplete, complete & repeatable.



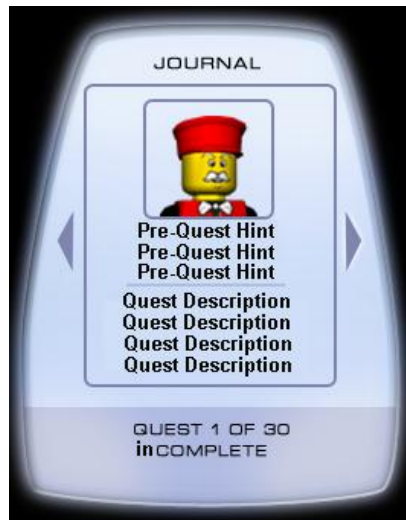
- As the game starts all 30 quests are featured as blank pages, ready to be filled in. This shows the player how many quests must be complete to finish the game in its entirety.



- The player must talk to the islanders in hope to find information about quests. When an islander gives a hint to a quest (from Proximity speech), the hint is added to the Journal, completing the first and second sections. These proximity hints are only given from certain characters, some islanders give hints but are considered to vague to be added to the journal.



- When the player triggers a quest, by speaking to the character in section one. The third section is added giving a brief description and instruction of what to do. At this point all the information needed is filled in allowing the player to return to this page at any point to refresh.



- Once a quest has been complete the state (info bar) then changes to one of two possibilities. Complete – That is the quest is finished, or Repeatable – That is the quest can be performed again. The latter is only apparent in delivery quests and races.

### Gust of Wind - Example

Section One	Section Two	Section Three
Papa Brickolini	Papa's Pizzas taste terrible! What's happened to make him loose his magic?	A Gust of wind blew Papa's hat clean off. Find the hat and return it to Papa

