

## Suggestions about feedback from Lego on the intro script.

**Thanks for the comments, some were really useful. We have made some changes based around your ideas. If you still are unsure about anything, just let us know. Unfortunately we can't see a way around the audio issue, but have solved the text problem.**

1. Change the beginning so it shows an answering machine instead of the letter. Same 'shots' style, but the hand reaches down and presses the flashing red button. Message plays: Hi, this is Tim the manager I'm calling to say you've got the job of park manager. See you tomorrow at 6 am.
2. This intro really needs speak, I agree losing the text would help, but audio will make this intro really special. If we lose audio it will increase the cuts needed to relay the story, and will bump up the cost, audio is only needed on the intro and really does play a major part. We have cut down the amount though.
3. We'll add a new 2<sup>nd</sup> scene. Shot from inside the generator looking at Tracy's head peering in. She works away, bopping her head to the music. You can clearly see the headphones on her.
4. You're right, what we'll do is just have the characters name appear, that way it won't need localisation..
5. O.K we'll change it for a bow, I wasn't to sure about the punching the air anyway.
6. O.K we'll have her slicing the just putting the pizza into a box. She gets shocked throws in into the air, lands on her, FREEZE, pizza bits drip down her face, UNFREEZE, pulls pizza off head, throws it behind, hits waiter walking past, he falls over throwing the stack of plates he was carrying into the air.
7. Not sure about that. The cool element of this joke is the tension. The foot about to land on the rake, then just stops in time. The player is just waiting for that rake to smack him in the face. Adding to much may over complicate the joke and smother it.