Erasmus is mentioned multiple times: shouldn’t it be Erasmus**+** ? (except during the dialogue when they learn about it from Leo)

Some spots use “-“ to separate parts of sentences without any spaces between the words, which can be difficult to navigate for some readers as it sticks different words together (example: “we need to act now—waiting for” should be “we need to act now - waiting for“)

# game/scripts/core/screens.rpy:746: old "Chorvátsky"

Should be “Hrvatski” (for Croatian)

# game/scripts/Scene1/day1.rpy:15: translate FR day1\_arrival\_ad788f2e:

# tuto "[[Ecoquest is a game created as part of Erasmus+ project 'Narrative Video Game for Climate Change Participation'.]"

It should say “EcoQuest” (with capital Q) and “Narrative Video Game for Climate Change” (for consistency with the logo, website and other resources)

# game/scripts/Scene1/day1.rpy:75: translate FR day1\_arrival\_8c948e7b:

# bestfriend "(throws their bag onto the floor)"

The pronoun should match the character’s gender (if visuals adapted, should be “her bag”)

# game/scripts/Scene1/day1party.rpy:208: translate FR day1party\_69d14a91:

# marketeer "I’m Taylor! I’ study economics, but honestly, I’m more into building a good platform and helping people get their message out."

Should be “I study economics” (remove **’**)

# game/scripts/Scene1/day1party.rpy:222: translate FR day1party\_9640cbcb:

# punk "Name’s Riley, I use “they/them”"

Could specify here that Riley prefers neutral pronouns but doesn’t care much for any pronoun (as discussed, to soften the diversity with Jade strictly using they/them, and also the punk vibe of not caring about gender terms)

# game/scripts/Scene1/day1party.rpy:261: translate FR day1party\_7eab59d1:

# trainer "Alright, I won’t keep you much longer tonight. Let’s just enjoy the fire, get to know each other a little better."

Should the fire still be mentioned though the visuals don’t include it? That bit can be reduced to: “Let’s get to know each other a little better.”

Starting from # game/scripts/Scene1/day1party.rpy:266

Should all the tuto parts be in between [[ ] to differentiate from the dialogues?

# game/scripts/Scene1/day1party.rpy:353: translate FR alex\_33f8a1c8:

# engineer "Hey, sorry I arrived early and I need to catch some zzz’s. See you tomorrow!"

Should be a comma: “Hey, sorry**,** I arrived early and…” (otherwise she seems to apologise for arriving early)

# game/scripts/Scene1/day1party.rpy:591: translate FR noone\_6789599b:

# bestfriend "Yeah, she seems like the type who’s got everything planned out. I bet shell have some useful ideas."

Correction: “I bet she**’**ll have some useful ideas” (not shell)

# game/scripts/Scene1/day1party.rpy:476

old "It’s the first time I have no choice but to speak English, I hope I don’t get a bad headache!"

Does it make sense for this line to exist in the other versions since the other languages aren’t necessarily relevant options for international exchanges? Would it make sense to say “I have no choice but to speak French/Croatian/Slovak…”?

# game/scripts/Scene2/day2.rpy:66: translate FR day2\_3ed45573:

# engineer "Thank you Leo! I’m glad you woke them up, because I’m not going to beat around the bush."

Missing comma: “Thank you**,** Leo!”

# game/scripts/Scene2/day2.rpy:103: translate FR day2\_76a560e8:

# engineer "We're also developing carbon capture technology. It's still in its early stages, but with the potential to reduce industrial emissions by up to 90%%."

% appears twice (remove one)

# game/scripts/Scene2/day2debate.rpy:76: translate FR day2debate\_439af1c7:

# "I know science is important, but people are already suffering. Waiting for more data could cause more harm than just acting now, even if it's not perfect."

and # game/scripts/Scene2/day2debate.rpy:86

translate FR day2debate\_ebd1bfb4:

# "I get it—science should guide us. But the situation is already critical. We need to act now, even if we don’t have every answer yet."

Both answers are very similar, so the choice doesn’t seem that different, but Alex’s reaction is very different depending on the answer… Maybe the wording should be more diverse, for example with the second one saying “We can’t wait for science to give more answers, we need to act now” to enhance the contrast (to justify Alex’s negative reaction)

# game/scripts/Scene3/day3.rpy:11: translate FR day3\_3b88f455:

# trainer "Good morning everyone!"

Missing comma: “Good morning**,** everyone!”

Day 3 doesn’t seem to mention the party, Leo only suggests joining him on the hike and doesn’t remind them to meet up in the evening?

# game/scripts/Scene4/party.rpy:11: translate FR party\_55eb2ef3:

# trainer "Let's celebrate everything that makes us unique and remember what brings us together. You know"

This sentence seems to cut at the end: “You know”??

# game/scripts/Scene4/party.rpy:262: translate FR party\_fa93b905:

# "This week has been intense, but also inspiring. It's hard to balance everyone's different ideas, though."

This is at the end of day 3, but they mention “this week”… The timing of this party doesn’t seem too coherent: maybe it could happen towards the end, or on day 4 to have more impact?

From this point: translate FR strings:

# game/scripts/Scene4/party.rpy:24

old "Join the Dance Enthusiastically"

Should the suggestions of actions be in [[ ] to avoid confusion with the character dialogue?

# game/scripts/Scene5/day4.rpy:267: translate FR day4\_e592635e:

# trainer "I want you to pair up, and you can give feedback to each other while you go through the tools that Jade presented."

Incoherence here: the tools were presented by Taylor (focused on communication) while Jade only added with examples on the general topic

translate FR strings:

# game/scripts/Scene5/day4.rpy:78

old "I want to hear about the experience of Alex"

# game/scripts/Scene5/day4.rpy:78

old "I want to hear about the experience of Riley"

# game/scripts/Scene5/day4.rpy:78

old "I want to hear about the experience of Sam"

It’d be best to say “I want to hear about Alex’s experience / Riley’s experience / Sam’s experience”

# game/scripts/Scene6/end.rpy:80: translate FR activist\_prez\_116aae91:

# "I get why you're trying to slow down and plan more, but honestly, don't lose that fire."

# game/scripts/Scene6/end.rpy:81: translate FR activist\_prez\_992037a6:

# "The world needs loud voices like yours that aren't afraid to demand change now."

This part is exactly the same as # game/scripts/Scene6/end.rpy:70 right above it but in 2 parts instead of combined… The answers it receives seem to be different but the point made is the exact same…?