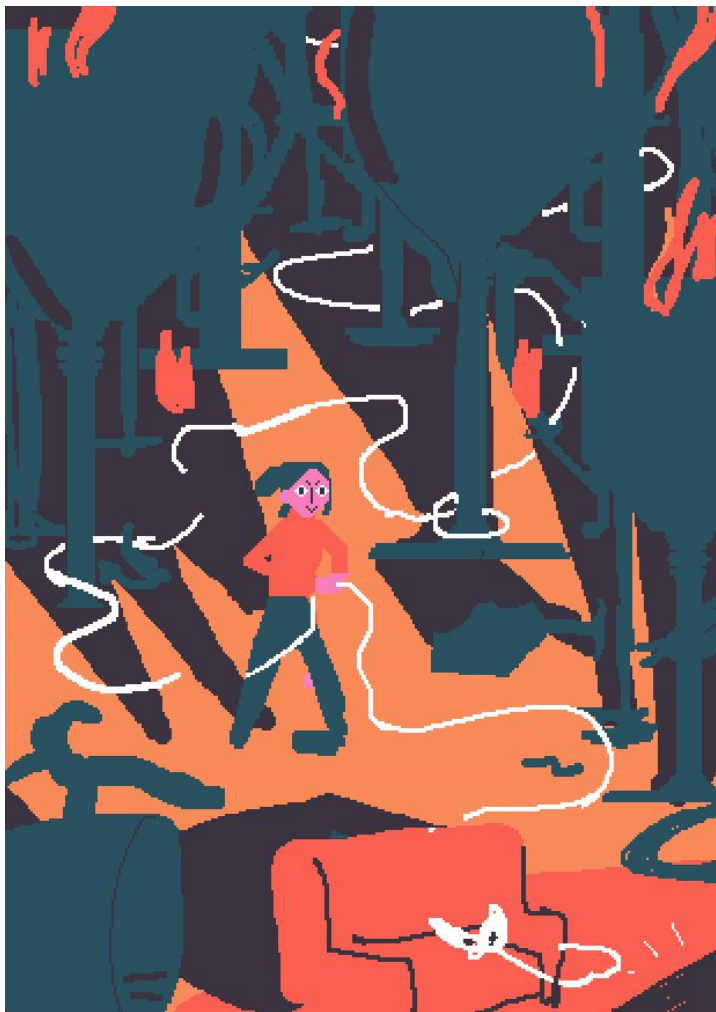## ROUGH 1

Trophies cracking to show that by trying over and over she is breaking through meritocracy

Different emotions she is going through, nearly giving up and then coming back to try again & loving it

At the front would be the game character running towards the camera across the Hades game landscape. The wire of the mouse is pulling her back into the game

ZARA WILKINS

ROUGH 2

Subtly trophies are depicted like a forest that is cracking and on fire as she is lead back to the game by the wire of the controller. The forest of trophies dies the more she goes back to loosing
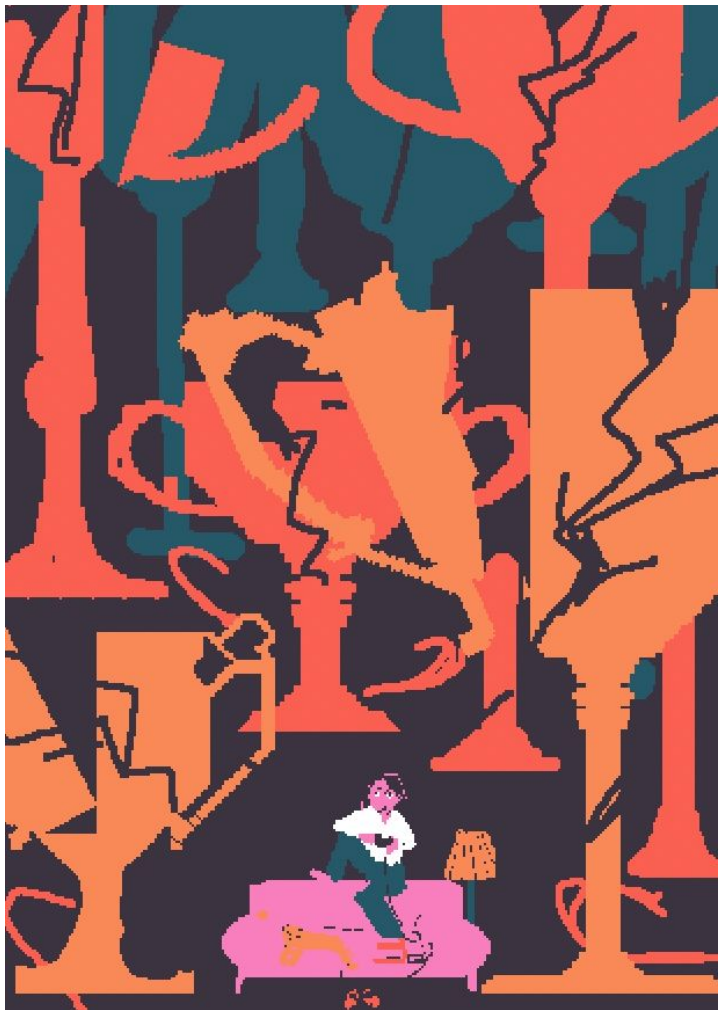
ROUGH 3

A mixture of rough 1 and 2. The forest behind her, the controller has lead her back to the game & she is in the stance of 'ready for another fight'

ZARA WILKINS

ROUGH 4

Same as rough 1 but more simplified. No trophies, more focus on the emotion of the character & how she still returns to the game

ZARA WILKINS

ROUGH 5

She returns to the game amongst towering and cracking trophies.