

Transcript: Q&A with The Bandidos

[Mia]

Hi, my name is Mia.

I'm a part of The Bandidos.

I've been working on this project for a year with Danielle and we're going to show you a little bit more about our world.

Hi-yah!

[Danielle and Liam]

Hey Liam.

Alright?

Yeah okay. Hello.

Hello! Hi.

Could you maybe start just by introducing your world?

Yeah.

This is well, Meat World is called, isn't it?

Yeah, the best of all the worlds that are in here.

This is where all the dragons live, all the pigeons that go into the dragons live, where all the meat people live and all the musical stuff happens, you know what I mean?

But you wanted everything to happen in this stadium.

Oh, yeah, all my bits are in the stadium because the whole thing of Anfield and Goodison you know, big football stadiums.

And that's why I just thought have people play music in this stadium because music is a big thing as well in it.

Yeah but also for you, because you play loads of music as well.

I know, yeah.

Being in bands in that and being able to play all - a few instruments and such.

I remember when you were telling me you wanted the dragons to be like singing these songs.

Oh, yeah.

The way I kind of interpreted it is I kind of gave them all their own little weird song. And I know it's not really in your vein of music, but I was wondering what you thought of that.

They were boss. They were so weird to see, though, I'm not going to lie.

It was just weird.

Just like the first time I heard it, I went in and I was just like, this is like weird, but I love it.

You know what I mean? What with your singing.

[Danielle and Donnaya]

Tell me a little bit about the world that you wanted to make.

So my world was meant to be called Fun World and it was, it was basically meant to be based around this, like, amusement park that everyone used to go to day after day to get rid of any worries they might have had that day. Until one day where an event occurred that caused it to go like all abandoned and run down.

When I was trying to interpret what you meant by Fun World, it was really difficult because I have a natural push towards a more, I guess, like creepy, more depressing vibe.

Because when you talked about Fun World it felt like a world that was fun but not for everyone.

Yeah, because everyone used to enjoy it there but now that it became like run down, and such there was nothing really left to enjoy.

And what about the install of it?

So, like yours is on swings, like you get to swing while you actually play the game.

Have you ever had anything like this before?

No, nothing like this before.

Not like to the point where I could have fun and then express myself like I did with my world.

Is there anything in this world that you wish existed in the real world.

When I was looking at Fun World, I was looking to add, like, features that related to the real world, the fact that you can't actually trust everyone that you meet, and such as well.

So I don't think there's actually many things in this world that I say I'd want in real life, to be honest.

Awesome.

Thank you.

[Danielle and Mia]

Hey, how are you doing? Good.

I'm going to ask you a little bit about your world.

And so you made the world, I can't remember what was called. Do you remember the name of your world?

Planet T.

Planet T.

And can you tell me a little bit about what Planet T is?

So it's a club for kids to express themselves without their adults knowing about it, in case they don't want to express themselves to other adults, but they just want to express themselves to other kids.

Why do you want that? Why did you want that to exist?

Because you see, like, people who don't want to express things to their parents because they don't know their reaction.

But in Planet T, it's just all good, everyone will support you about it and so what kind of vibe would you imagine in that place?

I feel like it would just be a calm vibe basically. A supportive vibe. They have to be under 18 and they have to be okay with other people's opinions.

What I mean is you have to support everyone, say, if they come out to you or say something as a secret to you, you have to support them and not tell anybody else if they don't want you to.

So it's like having this social space to support you, rather than it just being all internal.

Yeah. And so do you think this is something that you would want to exist in real life?

Yeah. Would you run it?

If Planet T did exist, would you run it or would you just go to it? I would run it.

You'd run it? You'd run it. You'd be like, club manager.

I want to see you run this Club T.

So you've played it now? Yeah.

What do you think of the version of Planet T that was made for you? I mean, be honest as well.

It was really good, to be honest.

I actually really liked it.

What do you like about it?

It's because the people, they look, like, really different to what other people would expect. And it's like just you can be different in that world, basically.

That was awesome!

[Danielle and Corey]

You've got princesses, you've got temples, Boris Johnson, everything.

It's my favourite bit, though.

I love it.

So Corey, there were definitely a lot of inspirations in your work.

Can you tell us a little bit about those inspirations and maybe where they've come from and what they are?

Visual Kei, which is a music genre which has a style that goes with it, which is a lot of there's an emphasis on kind of like mental health and sexuality and a big thing of, like, identity and putting that into fashion and music and I think that's so cool.

Undertale as well. Oh, my gosh.

Been obsessed with Undertale since it came out, it's so good. And Deltarune.

Princesses are seen as something that's very gendered, but I thought taking something that people seem to so heavily gender and something that's so tied towards, like, gender roles with girls being little princesses and stuff and then making it so androgynous I thought it would just be really cool.

So I just did it and obviously it ended up really good.

If you play the games, not just my game, but everyone else's, it all feels like you're in kind of a dream because there's kind of like a suspension of reality.

When you go in, you kind of go, anything can happen.

So it's like a mix between your reality as well as your dream at the same moment.

Yeah. Nice.

I mean, I'm glad we got that for you then. I'm really glad.

Purple again.

[Danielle and Tia]

One, two, three and clap.

Hi, my name is Tia and I'm going to be asking Danielle some questions.

How did you interpret our words into the game?

It was really difficult, actually, because I was really nervous.

I kept having this image of, like, for example, you.

I kept having this image I would show you everything and you would look at me and be like, that's not what I wanted.

And so I think for a long time, I just thought about what you said and I reread and relistened and looked over all the pictures and images you drew.

And then I realised that I just had to kind of go for it because whatever I did, I would have a bit of me and a bit of you in it anyway. I think what I did is I usually started from the characters that you drew and gave the descriptions from that, and then I extrapolated a lot more from that, like the tone of the places, the kind of movement that would be there.

I extrapolated it all from that main character script that you had first given me.

What's your favourite game?

Okay, so my favourite game that comes to memory right now,

Telltale's The Walking Dead as we were speaking before, the one on the 360, the older one.

I love it. I think it's just one of the best stories.

It's the first time I played a video game and felt really bad.

And Resident Evil Four.

Okay, that is one of my favourites.

Bit controversial, but I really like Resident Evil Five.

I actually love that game.
I played it really I love Sheva so much.
Literally, she's my favourite.

I don't know why she's not been in more games.

That's the one thing I say about Resident Evil.

I love that we both love Resident Evil.

And you? What are your favourite games?

My favourite game is Lollipop Chainsaw.
I love it so much.

The cast is, like, so star studded as well.
And, like, really good, though. It's really good.

It's like hack and slash type thing.

Ta-dah.