Feedback of Bleeding Neon

* We should focus on the environment in the story as well, as it will help us in animation in terms of cinematography. (UI/UX Designer)

Things to consider:

1. Environment pallets and theme designs
2. Initial levels/stages concepts and terrain
3. Character art styles
4. UI and scene displays

* We should look for some referral games for our game to get more ideas and also in terms of popularity. (GD)

References:

1. Hollow knight
2. Ori and the blindforest
3. Metroidvania
4. Celeste

* We should focus on dialogues of the game to make it further appealing and attractive. (Theatre Artists)

Things to consider:

1. More characters and side characters
2. Character backstory and development
3. Humane and easy to understand analogies and terminologies

* There are total 9 chapters of the game. In the 6th chapter, we should put the crux in it, so that everyone can understand the true story. (Screenplay writers)

Things to consider:

1. Tearjerker
2. Plot twists after 6th chapter and ending cliffhanger (mid and end)
3. Paraphrase the very “tech-savvy” terminologies for the younger audience

* The story should be attractive from the very start, so it can grab the user. (Book Reader)

Things to consider:

(Left to the writer’s discretion.)