Kyler:

-Have text appear when someone is near an object, “E to pick up”

-Move vat first level

-Yellow highlighted buttons, including journal buttons

Jay:

-On death, enemies send a particle effect to the vat

-On death and without a present vat, particle effect happens and then disperses

-Camera/player slide fix

-Tweak targeting system

Max:

-Balance boss

-Lock Eyeball’s Z coordinates

-Gameplay balances

-Increase Abomination size

Noah:

-Make a book model with one texture

-Unique wall and ceiling textures for both the first and second levels (4 textures total)

-Sketch of kingdom which King Talem drew before he went crazy

-You can basically make the kingdom look however you want, just be sure that

the perspective of the image is believable given that it was drawn by a person

-

Dan:

-UV Map boss

-UV Map Abominations

-Boss textures

-Boss skin weighting

Jordan:

-Make journal entries exceedingly smaller (2 sentences for each one)

-Refine boss sound effects (grunts, battle cries)

-Fix failed heal sound effect to not be trash

-Edit end of boss’ theme

-Vat sound effect

King also has a vat:

-After King boss fight, player must destroy King’s vat to end the game

-Fits in with the vats that the player previously destroyed in order to turn the

monsters mortal again

-Ending of the game holds more closure

Pictures on the walls:

-Blueprint for vats with shorthand notes detailing in brief how they work

-Would provide a visual explanation for the vats

-Sketch of Veterria with King’s signature on it

-Shows the player that King Talem Prodigium was once a man with

hobbies, like any other

-Others?

Miscellaneous:

-Ghostly sort of sigh when the vats are destroyed and the souls are freed from

being immortal

-More voice effects to humanize the king (grunts, battle cries)

-A single hand monster, formerly Iustum Maniver, guarding the ladder in level

two which leads to the boss fight. Nearby is entry 10 of his journal, which

reads, “I am ready to give my everything in service to the King.”