

## DevNotes | Stage 2 | Context & Subjects

Number	#01	#02	#03	#04	#05
Location	Start of bridge	End of bridge, entrance	Altar chamber, rubble	Altar chamber, rubble	Altar chamber
Category	Fluff	Critical	Additional	Additional	Additional
Author	Nikolai (Design)	Bonnie (Code)	Iver (Art)	Sandra (Design)	Alejandro (Art)
Subject	Player spawn	New aiming and shooting system	Blocked paths in level design	Blocked paths in level design	Building the temple

Number	#06	#07	#08	#09	#10
Location	Altar chamber, exit	Path altar chamber to staircase	Balcony	Balcony	Path altar chamber to staircase
Category	Additional	Critical	Fluff	Fluff	Additional
Author	Alejandro (Art)	Bonnie (Code)	Iver (Art)	Nikolai (Design)	Iver (Art)
Subject	Bow, hand, and arrow assets	Existence of dash ability	Playtesting with friend and family	Playtesting with friend and family	UI functionality and art

Number	#11	#12	#13	#14	#15
Location	Entrance staircase, right side	Gallery, left side	Gallery, exit	Path gallery exit to splinter	Path gallery exit to splinter
Category	Additional	Additional	Critical	Additional	Additional
Author	Sandra (Design)	Nikolai (Design)	Iver (Art)	Sandra (Design)	Bonnie (Code)
Subject	Missing player guidance in level	Regeneration mechanic idea	State of dash and ideas to change it	Balancing and game feel	Balancing and game feel

Number	#16	#17	#18	#19	#20
Location	Splinter	Spiral staircase vista	Twin stairway, entrance	Twin stairway, entrance	Left twin stairway
Category	Additional	Fluff	Critical	Critical	Fluff
Author	Nikolai (Design)	Bonnie (Code)	Alejandro (Art)	Sandra (Design)	Iver (Art)
Subject	Shotgun enemy type	Reference to stage 1 staircase	Upcoming pitch to publisher	Upcoming pitch to publisher	Players will use jump to cut

Number	#21	#22	#23	#24	#25
Location	Below twin stairway supports	Below twin stairway supports	Large hall	Large hall	Bridge entrance railing
Category	Additional	Additional	Fluff	Additional	Fluff
Author	Bonnie (Code)	Alejandro (Art)	Nikolai (Design)	Sandra (Design)	Iver (Art)
Subject	Performance and level streaming	Performance and level streaming	Studio name: Team Bonsai	Illusion of choice and railroading	Easter egg

Number	#26	#27	#28	#29	#30
Location	Sideway large hall to platforming	Corridor bridge to platforming	End of bridge	End of bridge	Chamber before boss chamber
Category	Additional	Additional	Critical	Critical	Fluff
Author	Alejandro (Art)	Iver (Art)	Alejandro (Art)	Nikolai (Design)	Nikolai (Design)
Subject	Interior, artistic intentions	Section returns from stage 1	Upcoming stage 3 changes	Upcoming stage 3 changes	Game title ideas

Number	#31	#32	#33		
Location	Chamber before boss chamber	Chamber before boss chamber	Goal chamber		
Category	Fluff	Additional	Critical		
Author	Iver (Art)	Nikolai (Design)	Sandra (Design)		
Subject	Game title ideas	Final boss fight concept	Cut of boss fight, ideas to change it		

Authors

Bonnie (Code)

Amount: Low  
5 / 33  
Length: High (avg. 375 characters)

Nikolai (Design)

Amount: High  
8 / 33  
Length: Low (avg. 200 characters)

Sandra (Design)

Amount: Medium  
6 / 33  
Length: Medium (avg. 300 characters)

Alejandro (Art)

Amount: Medium  
6 / 33  
Length: Medium (avg. 300 characters)

Iver (Art)

Amount: High  
8 / 33  
Length: Medium (avg. 300 characters)