Possible DevNotes Content – Stage 3

CRITICIAL

Regeneration ability

Dash update

Shotgun enemy type

Upcoming pitch reminder, crunch to meet deadline

New boss fight concept

SOMEWHAT IMPORTANT

Textures intentions & workflow

Character animations

Sound effects and music

New options in pause menu

Level streaming and optimization

Particle systems

Respawn before boss

Updated UI (dash icon, screen effects)

FLUFF

Gameplay demo vs. video for pitch

What happened to old ideas (e.g. different arrow types, talking bow)

Lack of rewards

Confusing glass windows

Reference to partner team (Firewood games)

Game logo discussion