

## Level Design Meeting Protocol | Alex, Moony, Lars | 17.04.2020

**Stage 1** level will mostly **stays** the **way it is**

Some **small** polishing **adjustments**

**Goal** does not work right now

**Platforming sequences** should be a bit easier

Pillars in front of the **entrance**

Jump into **corridor** with enemy

**DevNotes** have to be **cut and** filled with **content**

**Stage 2** level will be a **massive overhaul** compared to stage 1

**Fits architectural ideas** but some liberty is taken to make it work mechanically and narratively

**Alex** will be **involved** in **level design sessions**

**DevNotes** at end of stage 1 should **reference** massive **level** design **transformation** towards stage 2

Discussed **art adjustments** to stage 1

**Checkerboard textures** make **no sense** right now

Building **entrance** should **not** be **obscured** by art assets

**Skybox** from the asset store is somewhere **between placeholder** and **final** right now

Will **keep it for now but reference in** the **narrative** that some people do not like it

Alex will **ask** other **people** in our **semester** how they made **custom skyboxes**

Decided to **pitch boss fights** to the whole team on **Sunday**

Added **QA question**: Is **stage 1 too annoying** to play even for an early stage?