

## Possible DevNotes Content – Stage 2

### **CRITICAL**

New aiming and shooting system

Dash ability

Cut of boss fight and ideas to change it

Upcoming changes for next stage

Pitch next stage to publisher

### **SOMEWHAT IMPORTANT**

Shotgun enemy type

Bow, hand, and arrows

Balancing and game feel

UI functionality and art

Final boss fight concept

Idea for regeneration mechanic

Blocked paths in level design

Building the level with modular assets

Switch to level streaming for next stage

### **FLUFF**

Player spawn on bridge

Spiral staircase

Playtesting with friends and family

Players will jump to cut sections

Studio name

Game title ideas

Possible Easter eggs