

Possible DevNotes Content – Stage 1

VITAL

Current controls

Incoming level transformation

Core art intentions

Basic story idea

Purpose of prototype

Context of the level (why no tutorial sections later)

SOMEWHAT IMPORTANT

State of sound design and how's responsible

Current design intentions

Design ideas for the future (e.g. boss fight, dash mechanic, activate stuff with arrows)

Additional art intentions (e.g. mood boards)

FLUFF

Look of enemies and boss

Falling off entrance area and respawn

Length of staircase

Cylinder shadow

Getting on top of geometry

Comments on skybox

Purpose of covers

Easter egg / reference to other game