

Björn liked the **first pitch presentation**

Comprehensive **structure** and **content**

**Requirements** for the **intermediate** presentation

Display **aesthetic goals** for later stages

Include **sound design** intentions

**Explained** how the **player progresses** through the different stages

**Hard cuts** at the end and respawn at the start in the next stage

**Question** whether the **scope** is achievable

Need to **agree** on the **quality level** of later **stages** early on

**Question** when a **prototype** will be ready

Need at least **two stages** to show the idea of the whole game

Aim to have a prototype like this **next week**

Not sure **which aspects** of game development **change** over time

**All** aspects (e.g. mechanics, story, visuals, sound)

Cecile liked that the **idea** is **very experimental**

**No idea** about the **result** yet

**Idea** is **great**, **process** is **interesting**

There is **no example** for a game like this

**Cecile** wants to **hear more** about the **development** of **audio** and **sound** design **production** steps

**No technical problems** yet

Future **problems** can become **part** of our **narrative**

Björn posted a **video** on our **Space**

Film with a **sequence** in the middle where there was **no time to render** (**wireframe** instead)

By the **maker of Everything** and Mountain

Use of **irony** and **humor** could be interesting and provide a nice **contrast to** the **shooter** gameplay

**Explained why** we are **not** planning to include **voice acting**

Does no longer fit the **narrative**

Would also need too much **time** and **equipment** we do not have access to right now

Mentioned that we can ask **Bernd** and **Sonia** for **additional feedback**

How can make the **sound** of 5 people similar **for presentations**?

Cecile suggested **finding** a **room** suitable for recording and **check** sound **level**

**Ideal** solution would be to use the **same setup** and **equipment**