

DevNotes | Stage 1 | Context & Subjects

| Number | #01 | #02 | #03 | #04 | #05 |
|----------|----------------------------|----------------------------|-----------------------|--------------------------------|--------------------------------|
| Location | Bridge behind player spawn | Bridge behind player spawn | Close to player spawn | Platforming area near entrance | Platforming area near entrance |
| Category | Additional | Additional | Crucial | Additional | Additional |
| Author | Alejandro (Art) | Iver (Art) | Bonnie (Code) | Iver (Art) | Alejandro (Art) |
| Subject | Mood board | Mood board | Current controls | Environment concept A | Environment concept B |

| Number | #06 | #07 | #08 | #09 | #10 |
|----------|--------------------------------|--------------------------------|--------------------------------|--------------------------|--------------------------------|
| Location | Platforming area near entrance | Platforming area near entrance | Entrance area | Entrance area | Entrance area |
| Category | Fluff | Fluff | Additional | Additional | Crucial |
| Author | Nikolai (Design) | Sandra (Design) | Iver (Art) | Bonnie (Code) | Sandra (Design) |
| Subject | Falling and respawn | Falling and respawn | Bow concept art and mood board | Activate panels mechanic | Context of the level (and bow) |

| Number | #11 | #12 | #13 | #14 | #15 |
|----------|-------------------|-------------------|--------------------|------------------|------------------|
| Location | First corridor | First corridor | First corridor | First corridor | First corridor |
| Category | Additional | Additional | Additional | Fluff | Crucial |
| Author | Alejandro (Art) | Nikolai (Design) | Iver (Art) | Sandra (Design) | Nikolai (Design) |
| Subject | Enemy concept art | Enemy concept art | Combat concept art | Purpose of cover | Basic story idea |

| Number | #16 | #17 | #18 | #19 | #20 |
|----------|---------------------------|-----------------|-----------------|------------------------------|---------------------------------|
| Location | Platforming before bridge | Start of bridge | Start of bridge | End of first bridge segment | On top of sideways corridor |
| Category | Additional | Additional | Additional | Additional | Fluff |
| Author | Iver (Art) | Sandra (Design) | Alejandro (Art) | Nikolai (Design) | Bonnie (Code) |
| Subject | Platforming concept art | Sound design | Sound design | Player could try jumping off | Can get on top of corridors atm |

| Number | #21 | #22 | #23 | #24 | #25 |
|----------|--------------------------------------|----------------------------------|----------------------------------|-----------------|---------------------|
| Location | Platforms between sideways corridors | Second sideways corridor segment | Second sideways corridor segment | End of bridge | Large hallway |
| Category | Fluff | Fluff | Additional | Fluff | Additional |
| Author | Nikolai (Design) | Iver (Art) | Alejandro (Art) | Sandra (Design) | Iver (Art) |
| Subject | Shadow of capsule | Easter eggs and references | Corridor concept art | Ugly sky box | Hallway concept art |

| Number | #26 | #27 | #28 | #29 | #30 |
|----------|------------------------------|------------------------------|----------------------|-------------------------|---------------------------|
| Location | Large hallway | Large hallway | Large hallway | Hallway exit | Start of spiral staircase |
| Category | Additional | Additional | Additional | Additional | Fluff |
| Author | Sandra (Design) | Nikolai (Design) | Bonnie (Code) | Nikolai (Design) | Iver (Art) |
| Subject | Ideas for story and gameplay | Ideas for story and gameplay | Upcoming refinements | Level design intentions | Current look of enemies |

| Number | #31 | #32 | #33 | #34 | #35 |
|----------|------------------|--------------------------------|------------------|-------------------------------|-------------------------------|
| Location | Spiral staircase | Spiral staircase | Goal chamber | Goal chamber | Goal chamber |
| Category | Additional | Fluff | Additional | Crucial | Crucial |
| Author | Nikolai (Design) | Bonnie (Code) | Nikolai (Design) | Iver (Art) | Alejandro (Art) |
| Subject | Talking bow idea | Incredible length of staircase | Boss fight ideas | Required level transformation | Required level transformation |

| Number | #36 | | | | |
|----------|-------------------------------|--|--|--|--|
| Location | Goal chamber | | | | |
| Category | Crucial | | | | |
| Author | Sandra (Design) | | | | |
| Subject | Required level transformation | | | | |

Authors

Bonnie (Programming)

Amount: Low
5 / 36
Length: High (avg. 375 characters)

Nikolai (Design)

Amount: High
9 / 36
Length: Low (avg. 200 characters)

Sandra (Design)

Amount: Medium
7 / 36
Length: Medium (avg. 300 characters)

Alejandro (Art)

Amount: Low
6 / 36
Length: Medium (avg. 300 characters)

Iver (Art)

Amount: High
9 / 36
Length: Medium (avg. 300 characters)