

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	Artist	Designer	Programmer	Artist	Artist
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	Designer	Designer	Artist	Programmer	Designer
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	Artist	Designer / Artist	Artist	Designer / Programmer	Designer
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	Artist	???	Artist (Alejandro)	Designer	???
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	Designer	Artist (Iver)	Artist	??? (non-artist)	Artist
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	Designer	Designer	Programming	Designer	Artist
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	Designer	???	Designer	Artist	Artist
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	Designer				
Subject	Required level transformation				

