Timeframe: April 7 to April 28

Phase: Playable level

Team dynamics: Conflicts are coming up

## 1. Bonnie | Programming | Avg. 375 characters (363,8)

**#02 – New aiming and shooting system** *(April, 10)*

I've just finished reworking the shooting system: The arrows are now affected by gravity, making it more difficult to shoot enemies from a safe distance. By holding down LEFT MOUSE BUTTON, you can draw the bow to increase the range and damage of the next shot. The system is using a basic linear interpolation for now, but it could be exponential or even logarithmic in the future.

381/400

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**#07 – Existence of dash ability** *(April, 8)*

We've got to add a faster way to traverse the levels; everything's taking so long at the moment. I feel like a dash would be a great addition to the movement system. Since I'm sure you all agree, I've implemented a basic version already. To activate it, just press SHIFT while moving in any direction. You can also use it mid-air, which could make for some interesting platforming sections.

390/400

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**#15 – Balancing and game feel** *(April, 20)*

Oh, I thought the values I defined were working just fine. Making everything accessible to the rest of the team, and explaining what each value does, will take up a lot of valuable time. Anyways, if that's what you designers want so bad, I'll expose some of the core variables, and you can adjust them in-engine yourselves.

323/400

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**#17 – Reference to stage 1 staircase** *(April, 14)*

Haha, good job to whoever brought back the spiral staircase from our previous build! You can admire its length in all its terrifying beauty from here. But seriously, I'm glad we've got rid of it, eventually. After all, it was just wasting the time of our players. It should not be anything else than an Easter egg from now on.

326/400

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**#21 – Performance and level streaming** *(April, 25)*

Playing through the level, I've noticed a few performance issues lately. The Time.deltaTime sometimes exceeds 0.1, meaning the framerate drops below 10 frames per second. It's most likely related to the new environment models everywhere in the game. I'll get started with the implementation of a level streaming system right away, so only the parts of the level close to the player will be rendered.

399/400

## 2. Nikolai | Design | Avg. 200 characters (207,7)

### #01 – Player spawn on bridge                                    *(April, 6)*

Hey guys, I moved player spawn closer to entrance. The walk over bridge took like 5 minutes and nothing interesting happens(( If you want to go back to old start point (for reasons I don't know), just copy and paste location values of this red cube)

251/400

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### #09 – Playtesting with family and friends                       *(April, 14)*

Ohh, I had same experience! My friends died all the time, haha. But they liked shooting with bow and look of the temple))) What if we remove some enemies? Or we can give player stronger abilities? Maybe something to recover…

224/400

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### #12 – Regeneration mechanic idea                                *(April, 16)*

Player needs to regenerate health somehow. Game is too difficult(( Bow belongs to god of patience. Maybe you can meditate to gain hp. You hold down a button for some time, screen goes black, and player heals up. What do you think?

230/400

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### #16 – Shotgun enemy type                                        *(April, 22)*

We can introduce second enemy type here) Standard enemy shoots small bullets. Maybe this one shoots many at the same. Oooh, enemy could have shotgun weapon! How cool is that?)))

177/400

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### #23 – Studio name: Team Bonsai                                  *(April, 11)*

Do we even have studio name right now? Good team needs good name)) What if we're Team Bonsai?!? You know, BOnnie, Nikolai, Sandra, Alejandro, and Iver) Bonsai fits perfectly!

175/400

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### #29 – Upcoming stage 3 changes                                  *(April, 27)*

Oh yeah, fights should feel juicy)) Maybe different effects for hitting different body parts of drones? Or player can destroy parts, wings for example, and drones fall down)

174/400

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### #30 – Game title ideas                                          *(April, 28)*

We need ideas for game title! Maybe some pun with patience and Pantheon. Or "I won't BOW", haha, got it?)) Ok, ok, maybe too cheesy… What about Spanish or Danish word for patience? Alejandro? Iver?

197/400

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### #32 – Final boss fight concept                                  *(April, 7)*

Virtue for boss should be loyalty) I like thought that loyalty makes blind. Boss has many eyes and player closes them with arrows. With every closed eye, boss deals more damage but is less accurate. Will be interesting fight dynamic))

<div align="right">

234/400
</div>

## 3. Sandra | Design | Avg. 300 characters (300,0)

### #04 – Blocked paths in level design                                                                (April, 13)

We should not overwhelm the player with too many paths to take! Most levels have a single way the designers want you to follow. With all these games you play, you must have noticed that by now, Iver. Developing assets that many players will never see is not feasible for a team like us.

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286/400
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### #11 – Missing player guidance in level                                                          (April, 16)

No player will ever get to these stairs. The corridors branching off are impossible to see. We need to lead players to the locations we want them to see by employing tools of player guidance: Leading lines, contrast, weenies, and so on. I explained many of these techniques in our level design bible. Read them up if you are not familiar with them yet.

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352/400
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### #14 – Balancing and game feel                                                                      (April, 18)

The movement and shooting does not feel right. We need to finetune a lot of variables like the maximum movement speed, acceleration, and jump height to make it work. You have to make them editable for us, Bonnie. Improving the game feel and balancing the different systems are game design tasks.

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295/400
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### #19 – Upcoming pitch to publisher                                                                 (April, 24)

This is good news! We should polish this level and make it playable for the pitch. I will create a list of the most important tasks to complete. Somebody should take care of our presentation. Keep in mind what publishers want to know: What am I doing in this game? Why would anyone buy it? Is the team capable of developing it?

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327/400
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### #24 – Illusion of choice and railroading                                                         (April, 21)

The player can either take this narrow corridor or go to the broken bridge and jump to the right. Both paths lead to the same platforming sequence. We can only offer players a choice if the alternative paths converge very quickly! Everything else is not efficient.

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264/400
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### #33 – Cut of boss fight, ideas to change it                                                      (April, 28)

We only have another two weeks until the pitch. There is no time to develop an entire boss fight with new visuals and mechanics! You to kill your darlings, Nikolai. We have to find another way to make this last chamber interesting. Spawning waves of drones could be an option.

## 4. Alejandro | Art | Avg. 300 characters (321,6)

### #05 – Building the temple                                    *(April, 15)*

The environment assets are finally done: Columns, entrances, ceiling panels, and some special objects like the altar. They're all based on a grid so we can combine them however we like! Took me more than a week to finish all of this, but don't worry, my boss at the bakery still thinks I'm sick ^^

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### #06 – Bow, hand, and arrow assets                            *(April, 9)*

You guys like the hand and bow model I made? Wasn't an easy task, about a dozen textures went into this one. Anyways, it looks like we're making some progress at last. This project is our top priority now, and there's so much left we need to add. Where are the UI animations, for example? I thought you wanted to create them yesterday, Iver…

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### #18 – Upcoming pitch to publisher                            *(April, 24)*

Let's get this out of the way: I quit my job at the bakery. It was long overdue. This game will be a success, I just know it! A friend of mine is working at a popular indie publisher, and they'll have a whole day of pitches at the end of May. I managed to get us an invitation. This is our chance! You guys are ready for a month of hard work?

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### #22 – Performance and level streaming                        *(April, 25)*

Great idea, Bonnie! Seizing the initiative is exactly what we need right now. Setting up level streaming won't be a problem ^^ I grouped all the objects in the level by room; we can easily disable them with invisible triggers. You can set up the trigger boxes, Iver? Unless you're busy playing games that is…

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### #26 – Artistic intentions for the interior                   *(April, 17)*

You want to hear about my intentions for this temple? Long, narrow corridors make the player feel lonely and claustrophobic. High ceilings and massive structures allude to the superiority of the gods who shaped this building. The player is an intruder, a stranger in a place so alien the mere thought it was human-made seems absurd.

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### #28 – Upcoming stage 3 changes                               *(April, 26)*

We're heading somewhere, but the level's nowhere near a presentable state. The fights don't feel meaningful, the UI is inanimate, and the boss is still a placeholder! We need to work harder, else no publisher will ever give us money. What you think we should start with? Improving the game feel in the fights?

# 5. Iver | Art | Avg. 300 characters (299,1)

### #03 – Blocked paths in level design                    *(April, 12)*

WTF, why are we blocking off this entry?!? Wouldn't it be WAY better if we let the player decide which path to take? What about the more-like-an-actual-building structure we talked about? There should be LOADS of ways to take, like in Uncharted or GTA!!

253/400

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### #08 – Playtesting with friends and family              *(April, 13)*

My siblings played the game yesterday and WOAH, they got OWNED! I guess it's drones 1, my family 0. Gave me a good laugh, for sure! They didn't even get how the shooting works ;) Are they just NOOBS?!? I'm sure they are, but maybe someone else could let their family test our game? We're not accidentally making the next Dark Souls, are we?

340/400

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### #10 – UI functionality and art                          *(April, 15)*

How do you like my attempt for the HUD art? I tried to mix some elements from Assassin's Creed: Odyssey with Dying Light and of course Horizon: Zero Dawn. I went with a rectangular-shapes-with-pointed-edges sort of direction. A lot of white elements, some with a colored glow. This REALLY makes it look sci-fi!!

311/400

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### #13 – State of dash and ideas to change it              *(April, 10)*

Hey Bonnie, I know the dash on SHIFT is just a basic version, but can we change it a little? Right now, it's pretty much arrive-in-an-instant, like teleporting in a VR game. Remember when we talked about Valorant the other day? There's a character called Jett (SUPER COOL btw, you should check her out) with a dash ability. Can we make it more like that?!?

356/400

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### #20 – Players will use jump to cut                       *(April, 19)*

Do you think any player will even SEE this part? I mean, you can literally skip the whole twin-staircase-section by jumping down. That's TOTALLY what I'd do!! What about adding fall damage? It always sucks in games where you want to explore the level (say hi, Witcher 3), but maybe it works here…

296/400

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### #25 – Easter egg                                         *(April, 23)*

That's another PERFECT spot for an Easter egg, right?!? Can I add a sketch of a tree to this wall? Now that we're Team Bonsai, we can put happy little trees EVERYWHERE! Boss Ross would appreciate. Maybe just thin-and-barely-visible outlines so it's more of a secret…

266/400

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### #27 – Section returns from stage 1                       *(April, 25)*

AWW, so COOL that the broken-bridge-part made it into the level rework! Seriously, guys, this was my favorite section BY FAR. Always reminds me of this scene in LOTR where the fellowship has to fight orcs as they're crossing the narrow bridge in Moria. So whoever reads this, YOU SHALL NOT PASS!!!

<div align="right">297/400</div>

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### #31 – Game title ideas                                                          *(April, 28)*

Oh, it's tålmod in Danish… Probably not the best title, though ;) "I won't BOW" sounds cool to me. Maybe it can be our CODE NAME for the project?!? Like Project Scorpio for the Xbox One X, or Revolution for the Wii. Why would anyone choose Wii over REVOLUTION, by the way???

<div align="right">274/400</div>