DevNotes | Stage 3 | Context & Subjects

Number	#01	#02	#03	#04	#05
Location	Entrance bridge	Entrance bridge	Entry hall	Side alley entry	Balcony
Category	Critical	Critical	Additional	Additional	Additional
Author	Sandra	Nikolai	Alejandro	Iver	Nikolai
Subject	Regeneration ability	Regeneration ability	Textured environment	Character animations	Lack of rewards

Number	#06	#07	#08	#09	#10
Location	Balcony	Side alley end	Side alley end	Entry hall 2nd floor	Glass room
Category	Fluff	Critical	Critical	Additional	Fluff
Author	Iver	Bonnie	Nikolai	Bonnie	Sandra
Subject	Look into walls	Dash update	Dash update	New options in pause menu	Confusing glass rooms

Number	#11	#12	#13	#14	#15
Location	Glass room	Upper hallway, before splinter	Splinter end, start of staircase	End of staircase section	End of staircase section
Category	Fluff	Critical	Additional	Additional	Additional
Author	Alejandro	Bonnie	Iver	Alejandro	Nikolai
Subject	Confusing glass rooms	Shotgun enemy type	Updated UI	Sound effects and music	Sound effects and music

Number	#16	#17	#18	#19	#20
Location	Lower entry after staircase	Chamber before bridge	Bridge railings, right side	Bridge railings, right side	Platforming section
Category	Fluff	Additional	Fluff	Fluff	Additional
Author	Alejandro	Sandra	Iver	Sandra	Iver
Subject	QA partner team	Level streaming	Demo vs. video	Demo vs. video	Particle systems

Number	#21	#22	#23	#24	#25
Location	End platforming section	End platforming section	End platforming section	End of bridge section	Entry to boss chamber
Category	Fluff	Critical	Critical	Additional	Critical
Author	Nikolai	Alejandro	Sandra	Iver	Nikolai
Subject	What happened to old ideas	Upcoming pitch	Upcoming pitch	Game logo ideas	New boss fight

Number	#26				
Location	Entry to boss chamber				
Category	Critical				
Author	Bonnie				
Subject	New boss fight				

Authors

Bonnie (Code)

Amount:	Low	
	4 / 26	
Length:	High	(avg. 375 characters)

Nikolai (Design)

Amount:	High	
	6 / 26	
Length:	Low	(avg. 200 characters)

Sandra (Design)

Amount:	Medium	
	5 / 26	
Length:	Medium	(avg. 300 characters)

Alejandro (Art)

Amount:	Medium	
	5 / 26	
Length:	Medium	(avg. 300 characters)

Iver (Art)

Amount:	High	
	6 / 26	
Length:	Medium	(avg. 300 characters)