

DevNotes | Stage 1 | Context & Subjects

Number	#01	#02	#03	#04	#05
Location	Behind player spawn, bridge leading to entrance	Behind player spawn, bridge leading to entrance	In front of player spawn, bridge leading to entrance	Area leading to building	Area leading to building
Author	Artist	?	Programmer	Artist	Artist
Subject	Mood board	Mood board	Controls	Environment concept A	Environment concept B

Number	#06	#07	#08	#09	#10
Location	Area leading to building	Area leading to building	Area leading to building	Building entrance outside	Building entrance inside
Author	Artist	?	?	Artist	Artist
Subject	Environment concept C	Player able to fall down	Player able to fall down	Entrance concept art	Bow concept art

Number	#11	#12	#13	#14	#15
Location	Building entrance inside	Building entrance inside	Building entrance inside	First corridor, in front of glass	First corridor, after first enemy
Author	Designer	Artist	?	Designer	Artist
Subject	Introducing shooting	Protagonist inside concept	Protagonist inside concept	Introducing enemies	Enemy concept art

Number	#16	#17	#18	#19	#20
Location	First corridor, after first enemy	First corridor, after first enemy	First corridor, before second enemy	First corridor, behind second enemy cover	End of first corridor
Author	?	?	Artist	?	?
Subject	Enemy concept art	Enemy concept art	Action fight concept art	Useless cover boxes	?

Number	#21	#22	#23	#24	#25
Location	End of first corridor	End of first corridor, start of platforming sequence	Platform leading to bridge	Platform leading to bridge	Platform leading to bridge
Author	?	Artist	?	?	?
Subject	?	Platforming concept art	?	?	?

Number	#26	#27	#28	#29	#30
Location	End of first segment of bridge	Sideway corridor	Sideway corridor, platforming	Sideway corridor, platforming	Sideway corridor, second segment
Author	?	Artist	?	?	Designer
Subject	?	Corridor concept art	?	?	Easter Eggs

Number	#31	#32	#33	#34	#35
Location	End of sideway corridor	End of bridge	End of bridge	Large hall	Large hall
Author	?	?	?	Artist	?
Subject	?	?	?	Hall concept art	Same as #36

Number	#36	#37	#38	#39	#40
Location	Large hall	Large hall	Large hall	Large hall	Large hall
Author	?	?	?	?	?
Subject	Same as #35	?	?	Same as #40 and #41	Same as #39 and #41

Number	#41	#42	#43	#44	#45
Location	Large hall	Large hall	Large hall	Large hall	Way to drone fight before boss fight
Author	?	?	?	?	?
Subject	Same as #39 and #40	?	Same as #44	Same as #43	Purpose of walls in this section

Number	#46	#47	#48	#49	#50
Location	Way to drone fight before boss fight	Entrance to spiral staircase	Spiral staircase	Spiral staircase	Spiral staircase
Author	?	?	Designer	?	?
Subject	Purpose of walls in this section	Action sequence before	Purpose of long staircase	What will happen here later	Staircase is too long

Number	#51	#52	#53	#54	#55
Location	Spiral staircase	Goal chamber	Goal chamber	Goal chamber	Goal chamber
Author	?	?	?	?	?
Subject	Staircase is too long	Potential boss fight mechanics	Potential boss fight mechanics	What happens at end of level?	What happens at end of level?

Number	#56	#57	#58
Location	Goal chamber	Goal chamber	Goal chamber
Author	?	?	?
Subject	What happens at end of level?	Look of enemies and boss	Goals for next internal build

