# DevNotes | Stage 1 | Context & Subjects

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| **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 |

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| **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 |

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| **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 |

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| **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 | ? |

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| **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 | ? | ? | ? |

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| **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 |

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| **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** |

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| **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** |

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| **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 |

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| **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 |

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| **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? |

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| **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 |