# DevNotes | Stage 1 | Context & Subjects

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| **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 |

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| **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) |

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| **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 |

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| **Number** | **#16** | **#17** | **#18** | **#19** | **#20** |
| **Location** | Platforming before bridge | Start of bridge | Start of bridge | End of first bridge segment | On top of sideway 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 |

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| **Number** | **#21** | **#22** | **#23** | **#24** | **#25** |
| **Location** | Platforms between sideway corridors | Second sideway corridor segment | Second sideway 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 |

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| **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 |

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| **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 |

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| **Number** | **#36** |  |  |  |  |
| **Location** | Goal chamber |  |  |  |  |
| **Category** | Crucial |  |  |  |  |
| **Author** | Designer |  |  |  |  |
| **Subject** | Required level transformation |  |  |  |  |