

# Feature Specification: DevNotes

## 1. Overview

One of the two main tools of storytelling in Level With Me

Spread across the different versions of the level

Written by the fictional developers to communicate with each other



## 2. Main Purposes

- (1) Provide more explicit insights into game development
- (2) Establish the game developers and their relationships
- (3) Tell the meta-story of the development process and the traitor
- (4) Hint at parts of the underlying game's story that players won't experience themselves

## 3. Narrative Framing

DevNote is an internal developer tool made by the fictional studio

Made to handle working across various time zones

Notes are visible in-game, not just in the editor

The system itself is called DevNote, the individual pieces are called DevNotes (or DevNote if it's just one)

## 4. Production & Workflow

The DevNotes for each stage are written in the corresponding sprint and later polished

The designers (Moony and Lars) manually write the content of the notes and place them in the level

DevNotes should be placed close to what they refer to in the level

## 5. Content of a DevNote

First name of the author (the fictional developer who wrote it) -> e.g. Finn

Primary role of the author in the development team -> e.g. artist

Date of when the DevNote was written (month and day) -> e.g. April 27

Short text with the actual message -> e.g. Player didn't get it. Need to adjust parameters. But how?

There will probably be a character limit to keep DevNotes feasible for players

## 6. Content Example

Percival (Level Designer)

May 05

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Can't get rid of the invisible collision here somehow. Maybe something wrong with the nearby model? For now, please just take another way. Or use the console commands to disable player collision. Over and out.

## 7. Audiovisual Intentions

DevNotes should be perceivable from further away (e.g. by adding a beacon/light shaft)

The content should not be visible immediately

Players consciously decide which to consume and which to ignore

DevNotes should not interfere with the basic shooter gameplay

DevNotes should differ from the game environment and style

It's a developer tool independent of the underlying game

Already read DevNotes should be visually distinct (e.g. by removing the beacon and adjusting the color)

## 8. Feature Progression

DevNote gets improved in later stages

Should show that developer tools are worked on as well

Example: In early stages, developers can't comment on other people's notes

Have to write their own note and position it close to the DevNote they're referring to

Feature to comment on existing DevNotes could be added in a later stage

## 9. Variation

Traitor added their own DevNotes later on

Were added just for the 'leaked' version

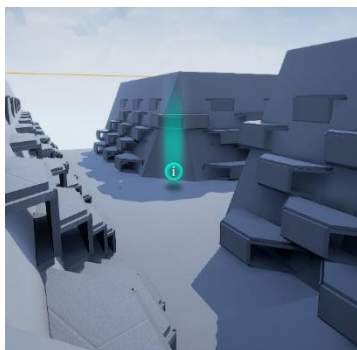
Other DevNotes don't reference them because developers don't know they exist

Visually distinct from other notes (e.g. different color or font)

Author name, development role, and date are missing for these DevNotes

Placed at central positions so players learn about the meta-story

## 10. Functionality

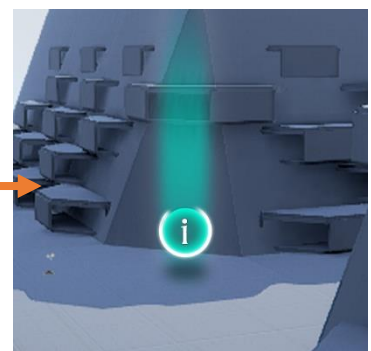
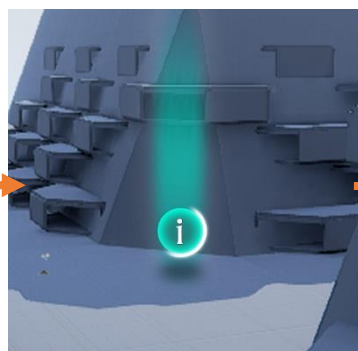
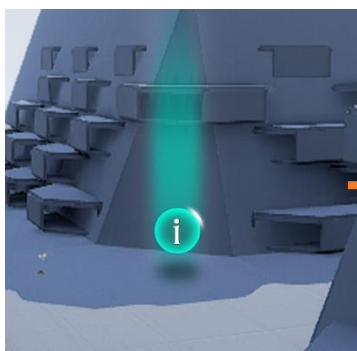
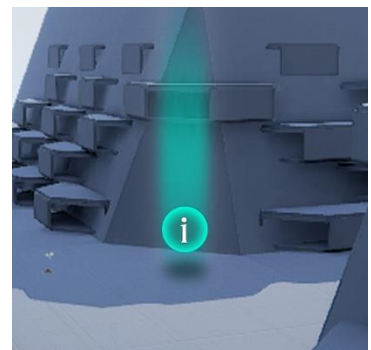


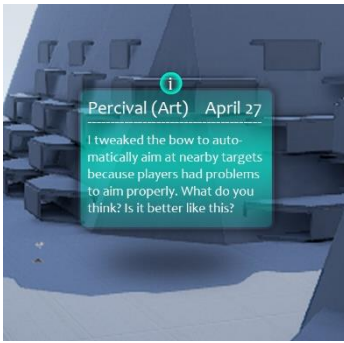
1. DevNotes are clearly visible from a distance

2. While far away, the content of the message is not visible

3. To read a DevNote, you must get close to it and look at it for some time

4. While in the view, a progress bar fills up





5. Once the progress bar has been filled up entirely, the actual message is shown

6. The message rotates in position to face the player camera

7. A DevNote includes the name of the author, their role in the project, the date of when the note was written, and the message

8. The content is hidden again once the player is no longer facing it or too far away from it

9. DevNotes can be re-visited and re-read as many times as you like

10. Read DevNotes are marked visually (e.g. by changing the color) and no longer emphasized (e.g. by removing the light shaft/beacon)

