Similar games

This is the only level

The Magic Circle

The Beginner's Guide

Underlying game

First-person shooter/platformer game

Ludic game (lore drops now and then maybe)

Focus on what's achievable for our team constellation

Stages

Developer tools (no cooldowns)

Abstract prototype

Stuff / mechanics get refined

Internal state before playtesting

State of feature creep in there

Meddling with monetization

Literal pay wall

Post-release

Kinds of stories

Team dynamics

Crunch

Issues with reception

Series of level iterations that you play through

Considerations

Art style that develops maybe because of marketting

Put underlying game in interesting visual setting
Could be distracting from main story

Reducing animations

Mode of Storytelling

Location-based notes that give more info when approached

Developer comments for immersion

See if get people for voice acting