Notes for the meeting

* I did a rough sketch of a couple places for level 1.
  + The one on the left shows an open path leading into the dense wooded area. I was thinking that the stagecoach would be attacked in this open area and maybe one of the horses could escape and take off running down the path, where the pack of werewolves would follow.
    - River running horizontally
    - Road built up higher
    - Canyon, road, broken bridge, in one area.
  + The second image is the guard tower and the path leading from the woods up to the tower. I think it would be cool to have a couple caverns located along the path, where a pack of werewolves could come out and attack the player.
    - Path runs parallel to canyon
    - Science lab/ lightning effects
* I also updated the files with some images of the stagecoach. Sam, I really liked the image you sent me earlier.

Level 2 ideas

* I think it’d be cool if the player does find a research lab, torn in pieces, when he reaches the guard tower. Maybe he could find some notes on research for werewolves, vampires, etc. It’d be cool to have some broken glass test tubes and stuff of silver, garlic, etc. to kind of hint as to what could be coming up later on.
* Once he gets to the guard tower, I think it’d be awesome if maybe the werewolves found blood where the one werewolf died (falling in the canyon)and they find out that he’s at the guard tower.