Notes from my playthough of Lunar Dark:

* Once a Monster is caught, it should open *all* the information in its dex entry
* This includes possible evolution methods, but not information on the evolution’s stats, moves, etc.
* This allows some level of exploration and “gotta catch ‘em all”, but also allows for team planning without feeling like you’re cheating
* Team planning is important when you hit a difficulty wall; information allows for introspection and an answer to “what is my team missing?” or “what is my team weak to?”
* It feels good to have a quest (main or side) be completed and gain a *significant* reward (e.g., a TM) and not a consumable (e.g., pokeballs, iron, etc.)
* I really liked the “Battle Bridge” for some reason. I can’t put my finger on why, though.

Quests (a la hearthstone bgs?)