

meeting 22

Enemies?

more mechanics?

narrative?

Things to do

- ✗ world map setup with level progressions. ✓
- ✗ implementing some narrative elements visually
- ✗ Regions with their own visual themes. and Art 3.0 ✓

It seems highly unlikely that we will add enemies to the game at this point in development.

But I have still tried to discuss it several times with the team just to make sure we are definitely on the same page.

Adding more mechanics also seems unlikely considering that we have several other important and missing things we need to take care of first.