

## meeting 26

Tile map merge with background

3D Sounds

Death State

Decorate the levels with new art assets

we are now currently focused mainly on creating a playable, presentable build using the new assets for the playtest

we decided on a multi step level creation system.

where one person creates the functional layout of the level using various different puzzles and pacing.

A different person then decorates the level using the tile set in detail. kind of like a first pass visuals.

And then a third person polishes the overall look of the final level, a final pass.

This will spread evenly the level creation workload and also help in offering fresh perspectives on visuals and aesthetics.