**Mark:**

* Really like the idea of adding music or goodness to the world that you will then see on your way back to a main hub. Also like the idea of finding “motifs” to play located in the world (frog) and helping you to unlock new sections. Really like falling into darkness and that being the moment where pressure sensitivity pops in.
* Worried about sound interaction vs. musical interaction. Do you lift the crate by playing a set “lift”-tone, or do you lift it by playing a rising chord
* I really think a set musical mode will help and then settling on 6 - 8 tones (pentatonic or major/minor scale). You will then locate them as you are playing. Start with four tones to make up basic chord (in G major: G, B, D and G one octave higher)
* Ideas for puzzles: want to emphasize music, but where is the puzzle located? Environment or by composing something
  + Own idea: wind pipe listener, configuring motifs upon finding a new note,
  + Big fan of combining playing music with amplitude sensitivity
* Symbols to compliment colours: basic geometry so that when building chords you are also building shapes?

**Fer:**

* I vouched for Celeste-like rooms, but I think continuous movements between rooms may work better.
* Lighting should have a big role here. Filling an empty cave with light is going to make the game look gorgeous when paired with your art style.
* What does each note or chord do? We should discuss that soon.
* How do we implement 2 notes doing the same but opposed? i.e. attract an object vs have it move away from you
* Save system should be a consideration at the last stages of the development. If we can implement it and it makes sense, then great. If we don’t, that’s fine.
* I like pressure sensitivity. We can easily implement it and see if it works.

**Marcus**:

* The idea of affecting the dungeon as you pass through it is cool, bringing “Life” to the dungeon (lightning up torches), especially if you have to pass through already cleared rooms and you are “forced” to see your influence.
* a worry i guess: Why is the triangle singing? could he not just be casting magic spells or using special items? how do we “justify” using singing, what mechanics can only be done with song?
* I like the idea of finding ancient bells that teaches you new tones
* Having to “resonate” ([fork](https://www.google.com/search?q=tuning+fork&sxsrf=ALeKk01jS-waN8JTQViDSDehpj_RmmgcdA:1604416108321&source=lnms&tbm=isch&sa=X&ved=2ahUKEwjDxdTh0-bsAhWKjKQKHdFyAHcQ_AUoAXoECCcQAw&biw=1920&bih=880)) with a room everytime you enter it to make object reveal their song/note/sound seems really cool
* The idea of an advanced background soundscape is cool but is gonna take a designer who spends a lot of time on FMOD and a programmer who implements it.

**Martin**

* Be careful with including too many elements, better to have fewer good things than many rushed things.
* Need to figure out the thing with symbols and accessibility, where do we prioritise?

**Magnus**

* I think the overall structure of “connected series of rooms” is tried and true and would work for this game.
  + Settling on this now gives us ample time to think more about the layout and sequencing of rooms, as well as the technical challenges of going from room to room.
* I think we should limit one-off things like being able to die at just one point in the game. It should be a consistent thing or not be there at all.
* I am a big fan of different environments - even if it just means a darker color palette. However, delegation will be key as Martin (presumably) will be doing the majority of art assets.
* I think we should decide now whether the pressure sensitivity is going to be a part of the game or not, for QA purposes and general streamlining. I think it should either be a front-and-center or not at all. Crucial, not incidental.
* I think we should lean more heavily into the aural aspects of the game: puzzles where the player has to imitate or identify motifs.
* I really like the idea of bringing life to the dungeon. Again, could be just a “simple” color palette thing. Like a room regaining colors after a puzzle has been solved.
  + Something similar was shown in the Duplex demo yesterday.

**Johnny:**

* Like the metroidvania style level
* Good to have it outline how the sequences are to be visualized for the sequence puzzles
* Should the player be able to die? Thought the game was more about a chill-vibe