* Hell.
  + Dante’s Canon, multiple floors
* One player, and a Virgil
  + For Virgil, source quotes and actions from Dante’s Inferno itself. Avoid going beyond referencing other versions
* Motivation
  + Consider cultural relevance, likely just to “Kill the Devil”, or otherwise subdue the Devil
* Relevant implications
  + **Social**
    - Sort of do “Fantasy hell?” play up more the weird nature of the punishments in Dante’s Hell
    - Will have to dull any more gorey or disturbing imagery.
  + **Cultural**
    - Mainly focus on the presentation of Dante’s Hell. Try to keep to symbolism which is either ubiquitous with christianity, or presented solely in the context of Dante’s inferno.
    - Granted, most symbols will be defunct by now, but still be aware.
  + **Intellectual Property**
    - ONLY USE THE MAIN DANTE’S INFERNO TEXT
* Options,
  + Either kill or ‘subdue’ the devil.
  + Many people being sent down individually
  + Hell is merging together, sort of creating a tunnel for the Devil to reach the surface and begin the end times
* Limbo, Lust
  + Tutorial section in Limbo. Include vestibule (Canto III) elements?
    - Tutorial boss in King Minos. Give indication of general systems.
      * Minos is less strong then other bosses because he is injured from sinners trying to escape.
    - Virgil indicates the need to continue since somethings wrong(?)
  + Lust has a sort of “windy”, or moving around vibe? Enemies can “perform” actions which make them more difficult to hit.
    - Floor boss in the She-Wolf, sort of most emblematic use of the skill since it technically controls or acts as a warden?
    - Or, considering the story,
* Gluttony, Greed
  + Easy to merge, more an expression of excess where details can be split to describe both sides.
  + Floor boss in the Cerberus
    - Technically the boss for Gluttony. Can be a Dog, Worm, or literal Hydra
* Wrath, Heresy
  + Includes “Dis” a large set of lore and graphics which implies some set of walls surrounded by a marsh. Could be maze level as a result.
  + Minotaur, who has travelled upwards is encountered.
* Violence, Fraud
  + Can have some sort of maze here as well, acknowledging the Malebolge (Fraud) as having expanded??
  + Geryon, monster of fraud as boss.
* Treachery
  + Spiral down into middle, centered on an ice lake.
  + As people get closer to center, fights get ‘easier’ as

Story Outline:

* (Dante’s) Hell is attempting to rise up, with “Vestibules” appearing across the world. In response a host of mercenaries and others capable of dealing with the conditions within are sent through those vestibules after they’re reclaimed by human forces
* People find guides through the inhabitants of Limbo, “Virgils” of sorts. Can reference Virgil himself through this.
* As the player fights their way past King Minos, who appears to have been fighting off inhabitants and foreigners to hell, they discover that they layers have begun to merge. Stepping directly into Lust.
* Sort of see how hell is changing, use that change to emphasize its original state? Geryon isn’t helping those be carried into fraud, the Minotaur has escaped violence, the She-Wolf from the vestibule has ran down into lust.
  + Also emphasizes how moving between levels is becoming easier and easier.