* 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?
* 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
* Violence, Fraud
* Treachery