* Date: Thursday, 27.06.19
* Graded
* 10 minutes for the presentation again
* Structure
  + New aspects we need to include
    - Target audience
    - Project plan
    - Theme
    - Position in media history
  + 7 main aspects that need to be covered
    - Basics (title, theme, platform, …)
      * Duration: 1:00
    - Business (target audience and production plan)
      * Duration: 1:00
    - Design (gameplay and narrative)
      * Duration: 2:30
      * Generally, similar content to last presentation
      * This time, take another body part story as the example
    - Position in media history (main influences and trends)
      * Duration: 1:00
    - Art (references, characters, environments)
      * Duration: 2:00
    - Programming (technical outline and system architecture)
      * Duration: 1:30
      * Mention the engine and tools again
      * Discard the “decoupled systems” and “technical debt” aspects
      * Instead, explain the visualized architecture of the abilities integration
    - Gameplay video (high-impact, edited, in-game footage)
      * Duration: 1:00
      * Excerpt of the full gameplay video
* Position of Asunder in media and games history
  + No single, dedicated works that the game is based on
  + Game follows certain modern trends
    - Games taking place in the protagonist’s mind (e.g. Gris, Psychonauts)
    - Media dealing with issues of mental health (e.g. Gris, Hellblade: Senua’s Sacrifice)
    - Media about self-acceptance (e.g. Celeste, Getting Over It)
    - Games relying almost entirely on implicit storytelling (e.g. Beyond Eyes, The Unfinished Swamp)