**Game Design Mentoring With Bernd Diemer**

* Balance between wildfire and the other two stories
  + Wildfire is much more extreme
* Memory carry different emotions need to be transported in art
* Blog posts are fine the way they are right now, despite two different styles
* For dissolve images need to be good enough to tell story quickly
* Floating memories return to HUB area
* Focus on the process in blog posts
* If there’s anything else, just write another email to Bernd