8-11-2017 - Pitch day

Present: Rebecca Brannum, Elliot Page, Max Carter, Zach Cooper, Joe Wilson

Pitch feedback:

* Watch for dominant paths in the level; intended gameplay could be torn down by speedrunners.
* Nail down mechanics and art direction.
* More playtesting

After:

* Post-pitch discussion about feedback. Agreed that we should redesign the level to encourage our current mechanics. Debated grapple nerf.