1. Art Direction

- Character Design References - Mike Puncekar's art style

- Tone/Mood is: Dark, Surreal, Cerebral, Twisted, Mildly Disturbing

- Colour Scheme is dark, grey, washed-out, ghostly

- The Dark & The Cavern are both dark, cold, grey environments. The varying environmental themes in The Dark should not yield brighter colours

2. Map Layout

- Zelda-esque dungeon design

- Levels share the same dungeon layout (possibly; to be discussed further)

- Cavern leads to The Dark - the "dungeons" - which in turn lead to the Gate

3. Game Mechanics

- Discussed the idea of a reload function or save points, which are important if the main character can be "killed" via traditional combat

- However, we came to the conclusion that combat via the environment may be more fitting and eliminates the need for the character's "death" and thus the need for reload points

- Therefore, enemies should be seen as obstacles and can be fought off by puzzle-solving (eg: pushing a boulder down a hill may cause the enemies to flee)

4. Points of Action

- Bryce: Solidify the overall world of the Crossroads, better define the Reaper, the Psychopomp, and the overall plotline of the story (less focus on the individual Departed, for now). Also study Unity and level design

- Max & Jonathan: Discuss and make a list of gameplay mechanics (player character actions). Study 3ds max