# Lukas – Welcome Letter + Vision Summary

Dear Lukas,

Welcome to Legend of Light — a cinematic Roblox game built not just for entertainment, but for transformation. Your sound and lighting artistry will shape how players feel, remember, and emotionally move through each sacred zone.

I’m Donna, the creator of this project. Legend of Light is a legacy story told through light, sound, and symbolic interaction. It’s built for kids and young adults (ages 8–24) to help them feel grounded, guided, and empowered emotionally — especially those who don’t feel seen in traditional game spaces.

## 🔊 Your Role in the Journey

You’ll be designing the sound and lighting layers that give each environment its feeling state:  
- Ambient tones and emotional soundscapes  
- Responsive lighting based on player movement  
- Sound-triggered events and transformation moments  
- Weather, music bridges, and breath-based FX  
  
This game is gentle, layered, and immersive. Your job is not to overwhelm — it’s to invite presence and awe.

## 🌀 Collaboration Flow

You’ll receive:  
- Zone-by-zone sound briefs and lighting notes  
- Emotional tone summaries and reference clips  
- Finalized thumbnails, terrain screenshots, and transformation cues  
  
You’ll be collaborating lightly with Nala (builder) and Tozi Agency (FX), and I’ll be your direct contact at every stage.

## ✨ Why This Matters

This isn’t just a game — it’s a space of healing. Real children will grow up in this world. They’ll remember how it made them feel, long after the screen turns off. You are shaping the emotional memory.

I’m honored to have your gifts in this project. You’ll receive your first zone packets shortly.

With light,  
Donna  
Creator, Legend of Light  
PhaseStackHQ