Missing Title

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ACT#: Stage Title
Time: the whole game happens in a single day's time, starting in the early morning and ending in the dusk
Music: keywords to describe the "mood" for BGM and SFX
Colors: pallette orientation, predominant colors
Effects: what kind of special effects are there
Description: what that stage is all about
- Enemy Name (what it does)
BOSS: 'cause there's gotta be a boss at the end, right?
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ACT 1: Peaceful Lake
Time: from 6am to 12pm (midday)
Music: birds, uplifting, crickets, spring, calm
Colors: light blue, light green
Effects: direct lighting, some saturation
Description: a brief introduction to the game, still a tutorial at heart and in disguise
- Pink Slime (most basic enemy, limited "sight", follows hero, melee)
- Orange Slime (slow, shoots blob, runs from hero)
BOSS: Red Slime (more like a sub-boss, doesn't do anything special)

ACT 2: Shady Woods
Time: from 12pm (midday) to 6pm
Music: flute, owls hooting, leaves
Colors: shades of green, brown, orange
Effects: light passing through leaves, bright particles floating
Description: the "real" first stage, enemies' patterns are more complex, some mid-tier equipment can make a big difference
- Spider (basic AI, like a Pink Slime but faster)

- Will 'o' Wisp (ranged "sparks" attack)
- Snake (moves slowly, then lunges at hero from close range)
- Bat (stays quiet until the hero gets close, then swoops against him)
BOSS: Wretched Ent (an evil tree, spits Will 'o' Wisps, roots attack from the ground)

ACT 3: Murky Swamp
Time: from 6pm to 12am (midnight)
Music: drums, mystical, dread
Colors: purple, dark green, brown
Effects: thick fog, dark particles floating
Description: things get tougher, the environment is hostile, good equipment starts to make a difference
- Green Slime (re-textured Orange Slime, tougher and faster)
- Toad (jumps, tongue attack)
- Ghost (vanishes, then reappears near the hero)
- Serpent (bigger re-textured Snake)
BOSS: Swamp Creature (slow, summons slimes)

ACT 4: Gloomy Tower
Time: from 12am (midnight) to 6am
Music: mario castle, dense, climatic
Colors: red, gold, shades of grey
Effects: torches on the walls projecting long shadows
Description: most challenging ever, high-tier equipment required
- Red Bat (re-textured Bat, tougher)
- Vampire (slowly floats towards hero, high damage)
- Skeleton (very tough, very slow) *maybe discard this enemy, too complex to model*
- Imp (behaves like a Will 'o' Wisp, but hurls fireballs)
- Hell Frog (re-textured Toad, faster)
BOSS: The Smith (because he smiths the equips, also Adam Smith and capitalist theory)