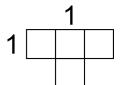
## Circle, Triangle, Square



We here at BAPHL know it's hip to be square! These notes come from Square Enix, where developers have been hard at work at a new video game. Let's see if you can get to the heart of the matter and strike a balance between opposing viewpoints.

-Two words: HORSE. RACE. -Do we want to cross over the two worlds, or Just do one? -Probably both...not much to do besides Headless Horseman in the first -Use a car to run down the horse! :p

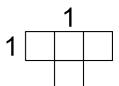
-Let's be ridiculous in this one! Start with old guy and window! -Players go through a dozen animal transformations? -World Boss in Sorceress form or kitten form? -How do you fight a kitten?

-Original, or newer? -Different styles in newer -But the music is better in the older! -I don't know...I like Gershwin. -Already *have* the brooms, Yen Sid. Do newer! -I CALL DESIGNING THE GHOST ARMOR. -Can I at least do the Scottish ones? -Angela's already recording for BatB—we can use her twice! -"Substitutiary Locomotion" — can players learn it?

-Ally: Princess or Prince? -Can we please do that Central Park song as a minigame? -Traveling between fairy tale and New York possible? -Do we REALLY want to have players attacking the New York skyline?

-Do another "spooky" costume change? -Throw in some myth gags. Brother Dave? Madame Leota? -Are we basing it on the movie, or the ride?

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-Transform into dogs? -We'll need to invent some new, LESS RACIST bad guys—the cats are awful How can we include the spaghetti kiss?

-I THINK THIS ONE IS TOO OBSCURE... -BUT HERBIE IS SO CUTE! -SCRATCH THIS ONE — REPLACE IT WITH CARS INSTEAD. -MORE MERCHANDISE FOR THAT FRANCHISE? -We've never done an Old West world... -Reuse the Jack Sparrow render from 2? -/ think we should avoid that altogether. He's a crucial part of the plot! -Final battle: DEFINITELY on top of a train!

-Boss: Moneygrubber! Born of greed. -Real test of <u>Fidelity</u> and Fiduciary -Very funny... -Cannon: launch every *in-game* hour, or *realworld* hour? -Weapon: broom or umbrella?

-Lots of transformations; include hook subquest to unlock. -How can we use the tattoos? -Wayfinding minigame? -Water rendering will be tough, but worth it -Lots of room to have fun with character renders -Escort mission: Boo! -Chameleon abilities for villain in boss fight -Go between worlds with closet-door portals? -Can we use screams/laughter as a powerup?

-Ally: Gump! -No, Jack! -You're both wrong. Use the robot! -Head removal—too scary? -We'll lighten it with a chicken gun in the boss fight

-Animal enemies! -World reward: Rabbit's Foot -So many transformations! <u>NO!</u> THERE'S A *REASON* THIS ONE WAS NEVER RELEASED!

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