

Physical or Digital?

Digital, but what's important isn't whether it's physical or digital, but whether it's put in a situation with people, is persistent somehow, is connected to the world

How do People Connect to it?

Probably in New Art City, but there might be another secret way.

Is it important to actually play the game?

Yes, but you would have a valid but very different impression of the project if you didn't. It's not important to play the game in any specific way (deeply or to be "good" at it).

Is it Solving a Problem?

No, but maybe it's looking at a problem. It's the way a problem feels.

Is it Expressing an Idea?

It does for me, but different audiences might decode it differently with all of the explanation required for a school project stripped away.

What doesn't belong in it?

It's possible that the obelisk names aren't really doing anything, or are making an unnecessary connection, but I still kind of like them.

How does it relate to its medium?

It should be directly in contrast to games of limitless extraction and bottomless escape, this should be the bottom within sight.

How does it relate to your past?

It may be relating to my past too much. I think this is the last thing I will do in this style for a while.

Loud or Quiet?

Quiet

Big or Small?

Both?

Specific or ambiguous?

A little of both. The style is specific but the gestures that mean something are more ambiguous, or hiding at least.

Can you win it?

There will be a kind of ending.

What is hidden inside it?

They're hidden!

# Meditation #2 Concepts

