

Id	What are your initial thoughts about the environment? What questions do you have about the image?	What are your opinions on the art style?	What purpose do you think this environment serves?	Can you identify any specific elements / items in the surrounding? What are they?
1	Teammate - i think it totally fits the dry and barren theme, although I'm not sure i would assume the blue areas are flooded water if weren't part of the group	Loveee, looks like ur painting with sand. Looks really good	Its a scrappy hand-made, enclosed safe space. You can tell its a reclaimed settlement	Launch pad and ramp, barriers, scrap metal fences and gate
2	- it gives the vibes of a desolate isolated world where survival is within the walls - question 1: can people go out? With supervision? For a limited amount of time? - question 2: what's the tower in the middle for?	It's simple and well drawn and it gives fallout vibes	To protect the inhabitants within and keep intruders or possible danger out	- Walls - Middle structure (tower?) - Snow - Gate - Marked Areas inside
3	Interesting, looks like a Wild West fort. Does anyone live there?	I like the muted colours	Looks like an enclosure where people reside for safety.	Houses, gates, lookout posts, walls, and a tower.
4	It looks like some kind of landing or launching zone for something, or maybe an advanced radio/satellite system. The trails on the outside i assume are made by people doing perimeter checks, so maybe it's top secret? Who made this? The government? It could be rebels considering the look of the walls and the entrance checkpoint being very DIY.	Its great! My first thought was it had kind of a timeless vibe, reminds me of illustrations from history books or informational leaflets	I think this is some kind of launch zone, kept secret by some sort of armed force. Perhaps previously abandoned.	The surrounding looks like snow, and the entrance has some sort of explosion mark near the entrance, perhaps signaling a forced entry or hostile takeover.
5	Possibly what is the purpose of the structure in the middle? It is quite obvious that it is a camp of some sort with an emphasis on security and safety.	I quite like it. I like the semi realism achieved through not using obvious line art mixed with the sort of animated look. And i ask think the textures are interesting.	definitely a camp or training area like the military	The gate/entrance, the walls and the different paths which serve to make it look like people have been there.
6	A barren landscape - over farmed / possibly winter - is that snow or water? I'm assuming the community is underground. How big is the compound? What are the markings in the ground- what has caused them- what is their purpose.	Quite minimalist - unfussy.	Safety/shelter - communication	The fence - protection. Looks like barricades - a defensive feature? Red tower - communication or watch tower. Looks like the entrance is to an underground community.

7	It looks so cool and rad, like Mad Max! I love the tyre tracks and perspective, it feels like you can imagine a lot and read into the world from the image. Intrigued about the girder structure in the middle, like a watchtower? Or a rocket launching point?	Really nice and refined, I like the smudgy almost charcoal textures and soft colours. Your eye moves across the image really well.	It feels like a base to keep enemies out but also like a Gladiator arena. It has a prison watchtower entrance bit I see.	There are two of those big concrete bollards in front of the gate, and they look huge in scale.
8	I can't tell just from looking at the image where it is and what it is. I am wondering what all of the lines on the floor are, where the image is and what it is supposed to be.	It looks nice, feels a bit different to most games today. Maybe it is lacking some finer detail though and feels a little bit faded out.	It looks like an area that has been converted into an old apocalyptic base.	I see that it is snowing. I can also see that the environment is quite arid. There are huts at the front of the gate.
9	Wasteland , or something that waiting to be built there	It's good I quite like it got a lot of detail	Giving the players some sort of isolating setting	I see a barrier around, open fields, a gate , not too sure what's in the middle
10	Why is there pink wafer on top of the building? Also why do they need a wall? Who are they keeping out etc?	Like it	Safety/protection	Water Dirt Road blockers Metal fence/wall Barbed wire
11	Looks like some sort of base or military camp. Is the blue outside it water? Also what are the lighter coloured lines? Are they pathways? What is the large red structure meant to be?	I like that it looks like a painting but it feels like it lacks some detail; it looks a bit unfinished.	I'm guessing this is the home base	I can identify the barriers right outside the walls, I can identify the watchtowers at the entrance and I can identify what appears to be a runway/bunker
12	Is this the entrance to a bunker? It is hard to tell if this is a living space or an industrial space - is the tower in the middle a beacon or a satellite? The fact the tracks are in a pattern makes me think these might be magnetic or vehicles?	The art style looks very apocalyptic and bleak. It suits the brief and idea, and looks smooth. I think some areas the scale looks a bit funny - it's hard to tell if things are huge or just shrunken!	I feel it's an industrial bunker or compound - I don't think it feels like a residential area.	It looks like snow - maybe water? And also some small shack style buildings.

13	Looks like a sports track but not a clue as to what kind	Very cool!! Maybe define the grey fences a bit more	Ok I just realised this is a post apocalyptic game and likely NOT a sports track. I think it's a rocket launch pad or some kind of runway track for space vehicles or cargo	It looks well drawn I just don't have a clue as to what they are because I've never seen this kind of environment before
14	Is that sea outside the walls Is it a modern castle What's the big waffle type thing in the middle	Detailed and simple	Place of refuge or defence	Sea and sand
15	Looks like an arena. Baron, desert and a harsh environment.	Easy to read and draws your in.	Separation from surroundings	Fence - gate - walls - sandy landscape
16	It looks quite barren and a little sinister. Obviously some kind of prison encampment. What has made the circular tracks and what is the tower in the middle?	Stark, minimalist	To show foreboding and mystery.	Is the camp surrounded by water? There appear to be two tents outside the main gate. Have the tracks been created by prisoners exercising

Do the colours in the environment suit the games synopsis?	What are your new thoughts or questions? Has this new description resolved any confusion you had originally?	What are your thoughts on the guarded fence? How do you feel about its appearance and colour pallet?	Did you notice the guard towers and gate? Would you add or change anything about these features?
Yes!	I think this description is more concise, but I still understood from the first one	I like it, the rust adds another level of detail	No, it breaks up the perimeter really well and its purpose is clear - entrance & exit
Yes, it's very desaturated to show that a lot of the plants have died, revealing a cracked and dried earth. The tower in the middle is a brighter red to presumably help inhabitants find it when they are lost.	Yes except from the tower	It suits the metals that would be found in a place like this	Yes but maybe define its silhouette more, make it unique looking.
Yes, feels like natural environment is damaged.	No I guess it is similar to my thoughts. I wasn't sure if it was wood or brick.	I like the dark contrast. It gives it a bit of a segregation.	I think they work well as materials may be limited. Pyramid shaped rooves may look more imposing.
Yes, I think they are realistic but not too drab, leading to a faithful portrayal of a future which may not be too far away.	This makes sense and explains the ramshackle defences around the zone.	The rusted metal look is good! I feel like it could be made from metal of old shipping containers and corrugated iron or something.	I think the guard tower looks good but I think defences would be stronger as it looks quite easy to get into. I'm not sure exactly what to add though.
Yes, the colours are desaturated and match the colour palette for the game. Possibly more contrast or shadows (like from the structure in the middle to show how much the sun is beating down or something like that). other than that, this is great!	I think it was already quite obvious that it was a camp made by survivors which is good. Although maybe players will still be unsure of what the structure is in the middle.	it definitely looks like it was made from scraps and the colours were a good choice as the metal looks worn and rusted.	Yes, and no it looks good as is. Maybe adding more around the camp as if the camp is serious about security, they may want to be guarding all sides.
Sadly - yes.	Nope - as the image suggests. But if perimeter is made of scrap then surely purple Building would not so well constructed?	Looks quite low?	The red is probably pretty easy to see.

Yeah 100 percent, like a washed out Theme Park or rollercoaster tycoon!	I think it confirms it's a base and not a gladiator style arena. Curious about the building in the middle, is this where everyone lives mostly underground?	Really cool colours and textures, you can totally tell it's patchworked together.	I did! I know that the gate has different textures but maybe the colours could be slightly different from the rest of the fence too? But I dk.
Mostly, I don't think the environment feels that intimidating or dark for a post apocalyptic survival game and that could be due to the colours maybe.	This is mostly what I thought, however why is the camp completely empty on the inside? To me the camp looks abandoned rather than an active settlement.	I think the colours and style of it help convey the message that it is a post apocalyptic survival game.	I did notice them and I wouldn't change anything about them necessarily.
Yesss	It looks kinda the same but with more detail	I like it, it's obvious its like a barrier	I like it I did notice it
Yes	No new questions	Yeah looks good, has a good rusted effect. Wonder why there's no other guard towers round the other sides. I'd be taking my ladder round there to get in.	Maybe spotlights? Gotta see your enemies at night too.
I feel this looks more like a normal desert rather than a post apocalyptic wasteland, I feel more debris and unnatural colours may help to facilitate a post apocalyptic wasteland	My guess was correct so nope	It looks good although I feel it looks a bit flat maybe some thickness could be added to make it look a bit more defensive	Yes I think they look good
I think so, it feels very bleak.	I think the survivors must be living underground. But then why is there such a big perimeter?	I can see how it's made from different bits of scraps and materials and metals. I think it looks a bit small to be a genuine wall?	I did notice those - they remind me of the gates in the mad max fortresses.

Could be maybe a BIT darker and more miserable looking; maybe make the edges of the snow ashier/muddier. But keep the red bright	OH. yeah. that would make sense. but where do they eat, sleep, and live? are there tents? is this just where they congregate or do they live outside this place?	I like it and I like the swiggly design on the fence, but also think it should be a bit taller	The slanted nature made me think they were big lights. I'd suggest making it look more like tin roofing - the kind that looks a bit wavy - and make them a bit bigger so I can see them better. I can only identify them as guard towers when I zoom in
Yes	I can imagine it would be like this.	Perfect in its presentation, I can easily see it looking like this. Perhaps it could be a bit taller	No, it looks good
Yes	I felt I had read the scene right from the image.	I think it's a true representation of what I imagine it would be like	I think you would have guard towers around the whole parameter
Yes, very well	Ah ok, so it's to protect survivors rather than to hold enemies at bay.	Hard to see how tall it is, the guard post helps a bit. Colours are fine	Yes. Maybe make the gate a little taller than the surrounding fence?

Can you identify the item in the centre of the camp? What might its purpose be? Why might the camp surround it?	Now that all the information has been revealed, What are your new thoughts or questions?	Have any of your previous confusions been resolved?	Do you think the environment design suits a post-apocalyptic Florida? could anything be added or enhanced?	Do you like the story / concept of the survivor camp? what might you change if you could?
Teammate - i know	No new thoughts, I believe that when the camps are added everything will blend in really well and the space station connection will make more sense	Perchance	Yes, I think there could be more props in the surrounding area or even the inside, like piles of materials, unused resources/garbage - wood, metal, tires. Broken down vehicles maybe. Just to add something extra to look	I like it the way it is (biased)
Probably to protect the people inside, alert them of dangers, and help them find their way back	N/A	Yes	Yes, I believe Florida can get very snowy in the winter and since this is a post apocalypse, it's probably brought about an ice age. Maybe if you could add moving snow to show how unusually long the weather condition is lasting	Yeah it's cool. I cant think of anything to change about it.
I wondered if it was a water tower. But also thought it might me like a radio mast. Then I thought it might be a survival space if waters rise.	Are they going to develop the area? Growing tunnels, housing etc.	Yes. I can clearly see it's a launch site now.	Maybe some swamp? Marshes? Gators - they are prehistoric after all.	I really like the concept . Seeing some housing/shelter ideas would be good.
I still think its a launch tower or some sort of large radio array, either one would be important for a camp to leave the planet or contact others.	This makes sense now, and I like how it has the choice of escape or settling. I think there's something cool story-wise about settling around where the departure happened. It feels like an altar in a way.	Yes, as I was unsure whether it was a launch tower or maybe some other structure.	I honestly think a post apocalyptic Florida would be completely flooded or destroyed, so maybe I was incorrect and that's water outside the camp? Maybe this could be given more detail and looking into native flora of the state.	I think the concept is very cool. However if a large perimeter wall is set up I would probably also expect to see some other signs of settlement inside the boundaries, even if they're small as the camp is not set up yet.
it's clear it is important but it may be a little vague as the colours are quite striking and not used quite a lot so may be a little confusing.	The context is very helpful in understanding the elements of the camp.	yes	The environment is perfect for a post apocalyptic game although there are no defining features to show that we are in Florida. However, this isn't a bad thing/big deal as this could be good for narrative and this likely is the result of climate change.	I like the story. it mirrors a lot of what is happening in our world's current climate and fears of our possible future. It lends itself to the game's themes.
Entrance to underground community/shelter	How far into the project am I? How many other survivors am I with? Where am I going to get my resources from! Where are the toilets?	Now I know location structure makes sense.	If humans have survived wouldn't some Animals have as well. There are alligators In Florida. Also - vehicles?	It's intriguing. I think the location added a very interesting dimension - made Me think More deeply about the concept

Current theory is maybe like an old Nasa rocket launching tower with bunker at the base.	Wow I'm so smart I pieced it all together.	Yes totally makes sense to me!	Yeah definitely! I think to snow in the bg works really well, reminds me of a nuclear winter.	Yes I think it's a really solid cool concept! I really like the scientist element which I think is something new for the genre.
My initial thought was a broken radio tower, the camp surrounds it because they want to rebuild it and use it to communicate with other survivors	The base makes sense now that everything is revealed.	Yes, I didn't realise that was a launch pad before and the lines everywhere make sense and why the base is so empty.	I think it's hard to know that this is Florida just from looking at it. I associate the area of Florida where rockets are launched with green marshlands rather than an arid environment.	I like the story and I don't think I would change much
Erm no	Looks awesome	I don't know what the middle thingy is	Yess I like it	I like the story
Guessing it's an old launch site? Based on the wafer biscuit support and the ramp?	Am I a nerd for guessing it was a launch site? What types of resource will the player be able to produce? Like guessing you can pop a little farm in there or barracks or something.	Yes	Crocodile? Flamingo shirt?	Yes love the concept. Will there be waves of attacks you have to defend against? That could be cool, or something challenging that you have to race/compete against.
It looks like a bunker or something but I don't know what the red bit is	It definitely looks like a launchpad now although I feel that the rig of where the rocket shoots off of could be bit more detailed. I also think the paths around could be a bit more defined cause they look like background detail rather than functions for gameplay.	Yep	I think it makes sense in regards to a launch site although I still feel that it lacks some detail and looks more like a normal desert than something necessarily post apocalyptic	It's cool
Is this not the entrance to the camp bunker? Or do the survivors not have shelters?	Why are there paths? Have they been made by people or vehicles? I understand they are divided into sectors for camps but what other equipment do you have to make these areas?	Yes I understand where they are based now!	Maybe some swamps/links to different terrain? Like with different bits of metal/nuclear waste?	Why are the other families there? It doesn't seem very sympathetic if they were there and desperate to get on the rich peoples spreadsheet. Maybe consider their backstory?

Not a single clue. Thought it was a stabiliser for a rocket my bad	YEAHH BABY I WAS RIGHT!!! But where did the rocket take off from? The middle? It looks more like a runway track for a plane and im like 80% sure rockets just go straight up.	Yes haha I was RIGHT about the rockets.	I don't know what regular Florida looks like but could reasonably believe this is post apocalyptic Florida	Put some Tents in there!!! A campfire!!! Maybe a swing set for children. Apocalyptic narratives usually go HARD on misery and forget humans like to seek fun.
Communications	Great concept, Is it the sea closing in	Yes	Yes I could see it looking like that	Yes Change nothing
No, I am pondering what that is	Seems a scary reality to be left there to set up a new life.	Yes, the use and purpose of the camp.	Can't think of anything to make more Florida obvious. It definitely reads post apocalyptic.	Yes good story line.
Is it some kind of rocket launch pad that needs protection?	I kind of worked it out so that means the artwork serves its purpose!	Yes	I think it would be difficult to add in the Everglades or the ruins of wreckage of Disneyland etc, so no	There's not much evidence of survivors living there other than the launchpad building

What are your thoughts on the launchpad design?	Any other comments, tips, criticisms or advice?
I like it, i feel as tho it looks very clean and polished in comparison to the rest of the camp though	
It's a different colour than the rest, which means that people will pay attention to it more. But like I said before, maybe define its silhouette more? Like give it wires, scrap bits hanging out etc. If you want.	
It's good I can clearly see that now.	
It looks cool, I think the layout of everything is very striking and unique. I like the tracks that have been outlined around it. Maybe there should be some little solar powered buggies a la Signal Simulator that drive around it for checks.	Overall I'd say it looks great! It reminds me a bit of Helios One from Fallout New Vegas. I think the game's concept also reminds me of a game I'm playing right now called Laika: Aged Through Blood in regards to talking to other survivors at the camp.
It is accurate which is great although the the colours may make it a little confusing on what it is/the material it is made of as the colours aren't "organic".	
Good idea. Would be a good site to be stranded in.	It's very eerie.

Could there maybe be some of those arms that are on landings that attach to the rockets?	I wanna see more! For a fun reference the end of Men in Black 3 is set at this location.
For me it isn't obvious that it's a launch pad, it could possibly benefit from a bit more detail that implies it is a launchpad.	
It's good	
Would there be more soot/charred earth? Not seen the aftermath of a launchpad floor tbh	Maybe different skill trees or approaches to the game Like do you want to primarily be a producer of foods/goods or have better defence stats, those sorts of things can give players more control Trading with "other settlements" NPC not multiplayer
Could be a bit more detailed I think to make it clearer that it's a launchpad. Maybe the top could be scorched to show the effects of the jet propulsion	I think maybe the colours of the important parts of the camp could be brighter to highlight them to the player, although maybe that would just be highlighted with UI
I'm not quite sure how it works....maybe an opening graphic could pan or show how it works in video/3D?	Well done it sounds really exciting!

VERY cool. The fence and the middle tower and the watchtowers need to be defined a bit more. Maybe also add burn marks where the rocket's combustion fired into the ground.	This has been a rollercoaster of emotions. I'm not sure what the environment around the edge is supposed to be though - snow or floodwater? Hard to tell. Maybe give it some more definition
Now I know what it is it looks good. Very hard to define it without a spacecraft in the picture but it looks good	None
I like it	I think it's engaging and as the player you would want to continue to find out where the story - game takes you.
Good	Looks promising. Can you include Wall-E in the design !?