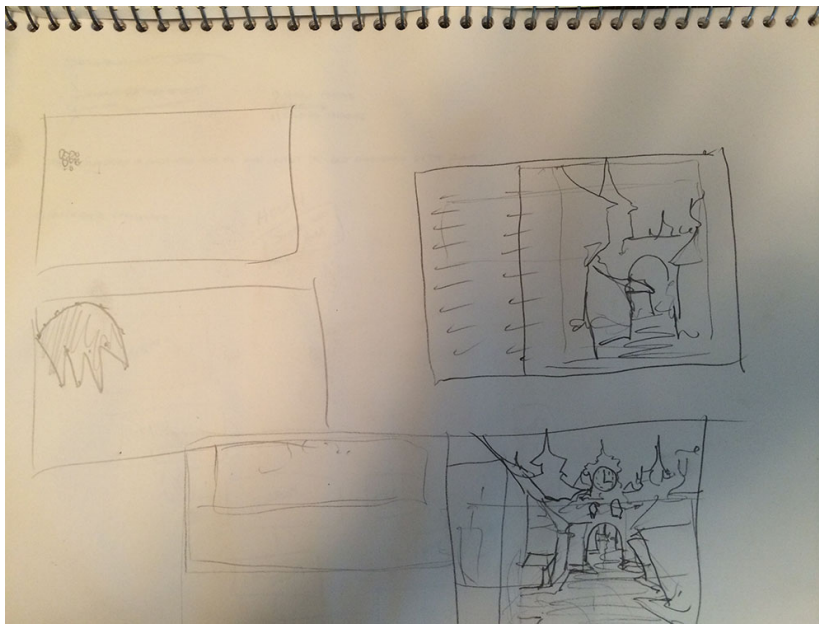


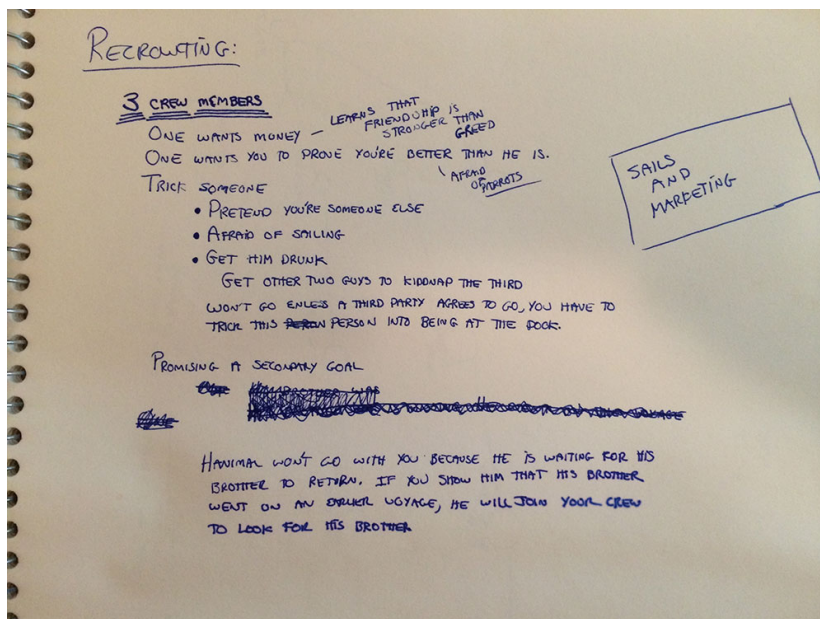
Monkey Island Design Notebook Scribblings

More scans from the Monkey Island Design Notebook. I'm glad I kept these notebooks, it's a good reminder of how ideas don't come out fully formed. Creation is a messy process with lots of twisty turns and dead ends. It's a little sad that so much is done digitally these days. Most of my design notes for The Cave were in Google Docs and I edited them as I went, so the process lost. Next game, I'm keeping an old fashion notebook.

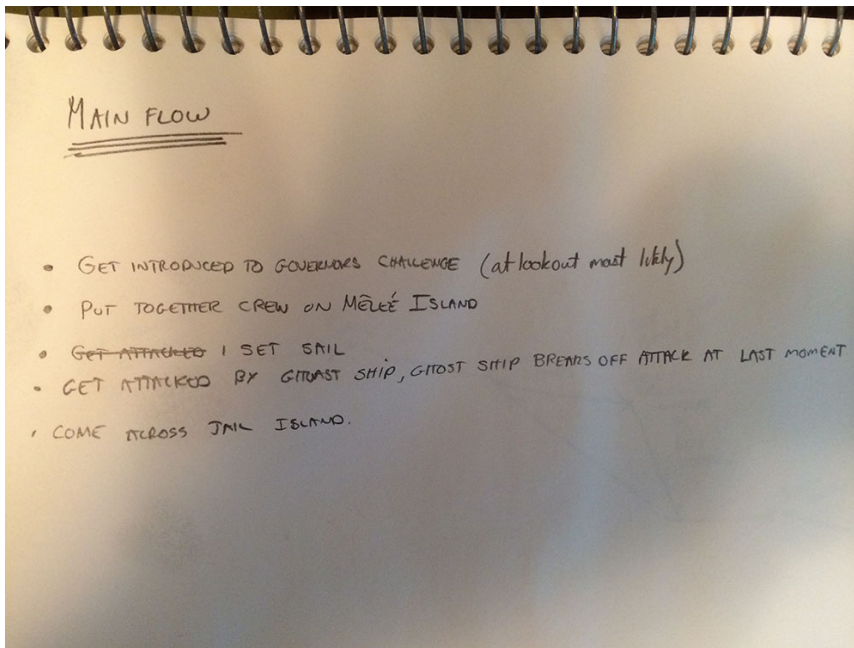
Mark Ferrari or Steve Purcell must have done these. I can't draw this good!



A lot changed here!



Getting the Main Flow right is critical!



Ron Gilbert
Apr 06, 2014