# Apollo Design Doc Addendum – Confluence updates since PPM2

**Fear and Awareness pages:**  Reorganized and streamlined

* Affected pages: [Behavior](https://confluence/display/batman/Behavior), [Fear](https://confluence/pages/viewpage.action?pageId=14123117), [Fear Behaviors (Detailed)](https://confluence/display/batman/Fear+Behaviors+%28Detailed%29),  [Alertness States](https://confluence/pages/viewpage.action?pageId=14123699), [Stimuli and Senses](https://confluence/pages/viewpage.action?pageId=17039400), [Spatial Awareness](https://confluence/pages/viewpage.action?pageId=17039447)
* New page clarifying AI Behavior logic:  [Behavior Logic Map](https://confluence/display/batman/Behavior+Logic+Map)

[**Game Camera**](https://confluence/display/batman/Game+Camera)**:**  Could be updated more, there are some ideas that have not been incorporated that are just attached to the page as comments/child pages.  I’ve clarified the elements that Tim marked as necessary for Vertical Slice, though.

[**Ambient Crimes**](https://confluence/display/batman/Ambient+Crimes) **page** was updated

[**World Simulation**](https://confluence/display/batman/World+Simulation) **page** was added

* [World Simulation Events](https://confluence/display/batman/World+Simulation+Events) page was added as child

Minor update to [**Vehicles**](https://confluence/display/batman/Vehicles) **page**

* Minor update to [Vehicle AI](https://confluence/display/batman/Vehicle+AI) page

[**Stealth**](https://confluence/display/batman/Stealth) **page** was given some clarification

**Player Movement:**

* [Gliding (Details)](https://confluence/display/batman/Gliding+%28Details%29) page was updated
* [Climbing (Details)](https://confluence/display/batman/Climbing+%28Details%29) page was updated
* [Jumping (Details)](https://confluence/display/batman/Jumping+%28Details%29) page was updated

[**Grapple Gun**](https://confluence/display/batman/Grapple+Gun) **page** was updated

**Marketing/Social/DLC** information was updated

* A section for [Microtransactions](https://confluence/display/batman/Unlocks-Micro+Transactions) was added
* (other elements are in Brainstorming section)

[**Inspirations**](https://confluence/display/batman/Inspirations) **page** was updated

**Story** section was updated

* Main page [Story](https://confluence/display/batman/Story) was updated
* New pages added for chapters:
  + [Game Story Chapter 1](https://confluence/display/batman/Game+Story+Chapter+1+-+Dark+City)
* New page added for [Gotham Dungeons](https://confluence/display/batman/Gotham+Dungeons)

A [**Campaign**](https://confluence/display/batman/Campaign) section was added

* New Dungeon – Chemical Plant was added

[Quests](https://confluence/display/batman/Quests) was updated a little bit

[Vertical Slice Quest page](https://confluence/display/batman/Vertical+Slice+Quest+Walkthrough) (walkthrough) was updated

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An [LD Gameplay Mechanics Checklist](https://confluence/display/batman/LD+Gameplay+Mechanics+Checklist) was added – I don’t think this would be something we’d include in the design document, though.

[Environmental Standards](https://confluence/display/batman/Environmental+Standards) was updated – also not integral to design document IMO.

**Brainstorming** pages added for:

* [Social/Online](https://confluence/display/batman/Social+and+Online+-+Brainstorming)  (updates are in comments)
* [Player movement](https://confluence/pages/viewpage.action?pageId=14127221) (updates are in comments)
* [Perimeter](https://confluence/display/batman/Perimeter+Brainstorming)  (player containment)
* [Control schema](https://confluence/pages/viewpage.action?pageId=18744463)
* [Environment](https://confluence/display/batman/Environment+Brainstorming) Brainstorming