

Update in regards to playtest 1 with Hannah E.

- Hobbies node is accessible
- Line after choosing "cheese plate" (specifically the joke about Italian sausage) has been implemented.
- An attempt was made at having Jeremy disappear, but it's not working, so it hasn't been implemented (see "GameManager.cs" for more information).
- Implemented emotions, search keyword "monkey" for locations.
- Implemented additional endings nodes (unfinished).
- Implemented updated dialogue during dinner (changes made by Adrian & Liam).