

Things to be done.

- Sound Effects (patients coughing etc, curtains, ambient noise of hospital, death noise, healer noise)
- Music
- High score System
- Balance/fix difficulty settings – Timers not working properly/patients not appearing, lives etc.
- End game slides.
- Change slides so they have to click continue or skip to play game. Not automatic. Or maybe slowed down automatic?
- Enter name for high score at the end of game over slides
- Make game full screen or centred.
- Sprite for mute button (speaker)
- Sprite button/function to mute sound effects
- Maybe add some plants for the main screen
- Optimise speed so it runs smoother.
- Make note of music, and put at the end of the credits
- Make buttons a little bigger to see
- Need a game title for our game, and put into our main page
- Could change ending regarding the mental health of doctors after traumatic experiences
- Grammatical checks

End Game Music

<http://incompetech.com/music/royalty-free/index.html?feels%5B%5D=Dark>

Despair and Triumph

Game Music

<http://incompetech.com/music/royalty-free/index.html?feels%5B%5D=Intense&page=1>

String Impromptu Number 1

Main Screen Music

<http://incompetech.com/music/royalty-free/index.html?feels%5B%5D=Uplifting>

Montauk Point

<http://incompetech.com/music/royalty-free/index.html?feels%5B%5D=Uplifting>

Dream Culture (Really Like)

Sound Effects

Ambient Hospital Noise

<https://www.freesound.org/people/booluhui/sounds/75047/>

OR

<https://www.freesound.org/people/GagaMan/sounds/46730/>

Curtains

<https://www.freesound.org/people/sangtao/sounds/190930/>

Death

<https://www.freesound.org/people/ludist/sounds/204450/> maybe?

Coughing – at Random intervals maybe?

<https://www.freesound.org/people/Harris85/sounds/208761/>

Ambulance – at random intervals maybe?

<https://www.freesound.org/people/saphe/sounds/128459/>