

## Minutes 15-2-2024

Attendees: Mohamad Trissi, Megan White, George Arghyrou, Esther Skillman.

- George will continue to work on sound.
- Esther will continue to work on making ghost disappear when health becomes nil, and do some animation if she has time.
- Megan will continue with object creation for the map, and work on animation for MGlass and evidence – time permitting.
- Mo will create a function to penalize player for occupying same space as ghost. And work on creating narrative.
- We have discussed user testing, and specified what is required for level testing and documentation, where it will be done (Babbage room) and create survey for tester to complete.
- Trello board will be updated by Esther – to correspond with our backlog collective tasks word doc.