Minutes 21-03-24. 15:00

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

Best practices shared for coding the sound.

- How to put mGlass down and interact with/pick-up evidence a single move.

- Add ghosts to scoreboard and transition to next level.

- Add texture to evidence box.

- Add shadows when evidence objects are placed on the table.

- Decided changes to background and adding Sherlock would be nice but not necessary.

- Sound requirements clarified.

- One ghost per evidence table, one of each evidence object per ghost.

- Ghost movement – parallel to players.

- Tasks assigned, George to finish the survey + sound, Meg will do evidence box textures and shadows, Esther will fix game manager and animation when ghost disappears, Mo will complete the narrative and make ghosts appear on specific turn. All to work to complete their own level.

- Aiming to do usability testing 8 to 14 April.

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