

# Minutes 15-03-24. 15:00

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

We demonstrate the game with Shaz and Rupert, and after trying the test level themselves they provided the following feedback:

- Add hint (e.g. shadow) so that player can more easily understand that evidence needs to be placed on the evidence table.
- Player needs to interact twice to pick up evidence, once with magnifying glass being dropped where the evidence is and once to pick up. Might be better to make this aspect a single operation, where magnifying glass is dropped and evidence picked up in one move.
- Currently MagGlass appears above an evidence object, but doesn't look like it's in the right spot – need to reposition.
- Add an icon like a question mark to let player know that they can interact with an evidence box.
- Level should end when there are no ghosts left, then player should be offered choice of continue to next level or replay level.
- Add more focused narrative to engage the player describing what will be achieved by completing each level.
- Rupert helped Esther with modifying objects in blender.