New Memory Behavior

* Shard mesh is invisible, subtle shard particles flying around to draw player’s attention to the spot
* As player enters the area around the particles, the particles deactivate and the shard mesh fades in
* When shown, the shard mesh is rotate to face the player camera exactly once
* After this, it no longer adjusts to the camera rotation but remains fixed
* After being shown, the actor counts the time that the player stared at the shard
* If the counted time exceeds a certain value, the memory starts dissolving from the center outwards (like burning paper)
* If the player leaves the area and has stared at the shard for at least a short time, it dissolves too
* Dissolved memories are no longer visible in the area (neither the mesh nor the particles)
* Instead, they return to the HUB area where they’re always visible (not adjusting to the camera position either)