

Modus Operandi: Beta

Team False Detectives

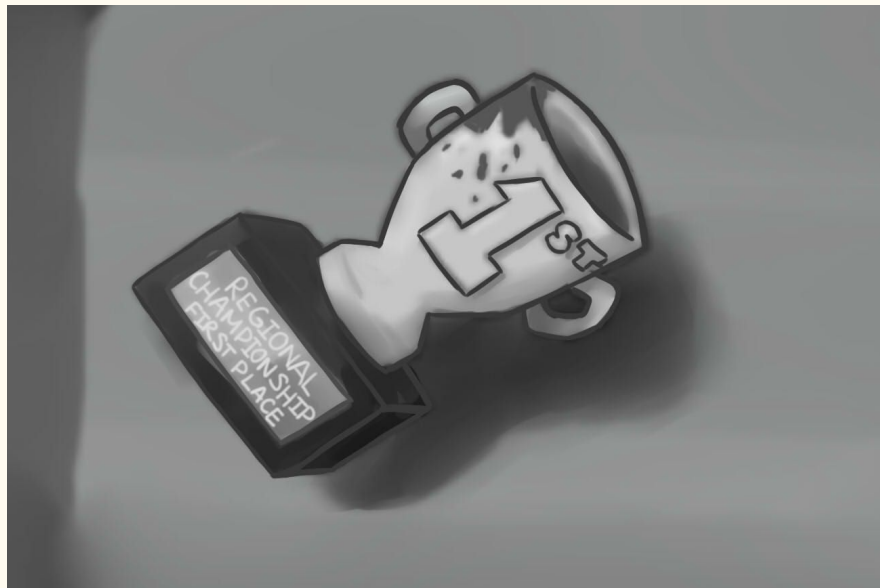
December 1, 2017

Progress this week

- Art
- Mute when not holding button
- Implemented script
- VR integration
- Now an actually playable game

Issues

- Playtesting



Scene



Plan for next week

- Test a lot
- Fix the issues
- Rework script/keywords as necessary where people get stuck

Demo

Questions?