



As we move into the second half of the project, the team has reinstated SCRUM techniques with renewed vigor. In the coming weeks we will hit the phase of the project with the most interdependencies between individual work and the most sensitive scheduling tasks.

The alpha versions of two of the interactions are built and prepared for playtesting, while the others are under development. We have also recruited some additional art help for certain 3D assets.

Film shoots are cast and scheduled, and we have talked with the costume department at Salford's drama school and found some excellent costumes for our purposes, pending final fitting.

Progress continues on all tasks.





