* Outcomes
* For completed cards doesn’t un-complete and move back to appropriate columns
* Revamp code using Eli’s snippets
* Automate column placement for enrichment project
* Automate code run
* Turn Super Fancy Spreadsheet into Asana project? – waiting on pathways
* Cheryl’s behavior plans
* ~~Change columns in main board to be location based~~
* ~~Change hold reason for fosters in evidence, FTF, and temp~~
* Walk board
  + ~~Sort by location – work w/ Lisa to determine columns~~
  + Show leash skills and HW in project view – inherit from parent card
  + RTH dogs
  + ~~How to inherit details from parent task~~
  + ~~Delete/complete subtask when parent task is completed/deleted~~
  + ~~Show sex in project view~~
* Transition content project into subtasks
  + ~~Apply to new fosters~~
  + Restrictions based on holds
  + Add due dates based on date of task creation?
  + Toggle Kennel Flyer v. Flyer for shelter v. foster
  + RTH dogs
  + ~~Don’t delete special projects~~
  + ~~Add AID~~
  + ~~Delete/complete subtask when parent task is completed/deleted~~
* ~~Doesn’t move Fos/Adopt to FTF columns or non-Fos/Adopt back from FTF~~
  + *Added sex to update task*
  + *For subtype “Adopted” moves to FTF column*
* ~~Not entering level for new cards~~
  + Fixed w/ new duplicate then update task code
* ~~Doesn’t make card for dogs in foster that aren’t in Asana~~
  + *Created “create missing fosters” function*
* ~~Stopped moving behavior dogs to foster column~~
  + *Behavior function now runs after foster function*
* ~~Not adding eval/BT dogs to behavior project~~
  + *Switched order of code – no level and L1 dogs with Eval/BT not getting caught*
* ~~Not updating staff only dogs~~
  + *Caution/Urgent stopping function – added deeper try/except to continue for loop*
  + *All caps “STAFF ONLY” option added*
* ~~Can’t update cards w/ Caution/Update/Tag hold reason – not in drop down~~
  + *Email Michelle w/ missing reasons*
* ~~Doesn’t remove dog from behavior project when L1~~
  + *Replaced continue with line to remove from behavior project for L1 and no level dogs w/ no holds*