

TASKS Due December 1 st	(JEFF)	(KURT)	(MATT)	(LUCIAN) (DAVID) (MAYA)	(DANIELLE)	Recently Completed
LEGEND Red = High Priority Orange = Medium Priority Yellow = Low Priority Green = Complete	Implement button to cycle between facts / distribution / scales.	Test "Click a region to begin" for pc build and "Tap a region to begin" for mobile.	Assign texture paths for facts and scales.	Voice missing antelopes: "Blue Wildebeest", "Bluebuck", "Hunter's Antelope"	Allow users to type into text fields on the bug tracking website. Make each part required. If any part is not filled in, they cannot submit their bug.	
Add "Info Scale Texture" and "Info Distribution Texture" to card defs for antelopes.	After clicking an antelope, then the lion, then the correct antelope, the last antelope runs off and the other antelope stays and is unclickable.	Some screen effect or notification to let player know they can click on the info page map to see other facts and scales.	New lioness roar. Talk with Lucian first.	Instead of "circle area", have it say "Check all that apply". At least one check box must be selected for the user to submit the bug.	Lower volume of card textures.	
Setup tutorial that auto plays for the first time game starts. Have a button to disable / skip (during tutorial) and an option accessed later in the settings menu to turn it back on again. Splash masai stays and moves to the left.	Cards should not be able to be clicked after losing.	Make new backgrounds per region using current assets.	Voice a tutorial.	Set all parts to have check box buttons so the users can choose multiple options for their bug. For example, one bug may occur in the Information Page, Settings, Eastern Africa, and Northern Africa on Hard and Easy.	Set antelope icon to show up when a card is clicked and when a card is clicked, the antelope stays in the game until the player has won with each antelope.	
Masai tutorial can auto go to eastern africa on "baby" mode and force the player to click on what is needed.	The "GO" doesn't show up on the second try after losing.	Make specific assets for backgrounds to have each area stand out.	New song for something.	Include an area for users to type in their email.	Setup antelope to have the lion and hyena backed up to the point that they're making "bleat" all the time.	
Add Rhizome Publishing logo to start of app after it says made by unity. (C:\Hunter\Work\CardMatchingGame\Assets\Resources\UI\Rhizome\SplashLogo.jpg)	After entering info page or then going into the game settings menu bug. Prevent pressing back in game now returns player to the info page.	Update all fonts.	Lucian review current sounds and come up with plan for any changes or additions.	Include an area for users to post a bug about "Splash / Startup" in addition to Gameplay, Information, Settings, and Region.	Remove all antelopes and replace with new ones.	
Have a mobile, web, pc, mac build ready for testers before December 1 st .	Have a setting to turn on color blind mode.	Have Masai splash animate lips talking.	New antelope grunts for small, medium, and large.	Add a "Submit Bug" button for users to press to send their bug in.	The info page antelope needs to be changed. They are now listed in the game and all have been added. However, the antelope needs to be changed to the lion, the hyena, and the lioness. All antelope icons have been added to the game.	
Add splash hyena sound.	Have a setting to turn off tutorial or hints.	Lioness warning somehow, may be show them take over cards in the beginning and roar to scare antelope away.	New antelope sounds? Currently just modulated.	Submitted bugs will need to be sorted and modified before adding to a database.	Make and voice settings from the settings menu bug, are not sufficient options.	
Bug where antelope runs from back of card, difficult to reproduce... (While lioness is out in either medium or hard).	Add credits page in main settings menu that either is static, scrolls vertically, or shows one person at a time and fades then fades to the next person, etc.	Have Masai jump.		Have a developer pending bug page that is hidden from public. Developer can dismiss a bug, modify any part of it, set its status, and assign the bug a severity (Low,Medium,High).		
Fix brightness of return icon at night. Tried doing it in Unity, but tint affects all times of day.	Map screen idles after player inactive for 3 ? seconds(may need to adjust amount of time a lot until feels right) regions will begin to automatically pop up just a bit as a hint for player to click them....			Add a database of all the bugs currently being tracked by us. Clicking on any of these bugs will open a new page that shows the complete description.		
Sometimes the info page stops speaking the names of antelope.	Add setting for enabling an in game timer.			The database should show the bug description as a title, and be listed in order of date added. If possible, have multiple columns to sort by: Severity, Date Added, Status, Bug Tester(The user's email), Developer.		
New info menu style, possibly that scrolls like a Mac album slider, while being able to see all antelope at one time. Mousewheel zoom on pc, fingers drag zoom on mobile.	Set lioness as an option in settings menu and default to off.					
	Set lioness to turn back over instead of staying up.					