TASKS Due December 1st	(JEFF)	(KURT)	(MATT)	(LUCIAN) (DAVID) (MAYA)	(DANIELLE)	Recently Completed
LEGEND Red = High Priority Orange = MediumPriority Yellow = Low Priority Green = Complete	Tutorial: Auto plays for the first time game starts(After clicking past the splashscreen).	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.	Voice missing antelopes: "Blue Wildebeest", "Blesbok", "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.	Gender icon with white outlines.
	Tutorial: Have a button to disable / skip(during tutorial) and an option accessed later in the settings menu to turn it back on again. Splash masaai stays and moves to the left.	Cards should not be able to be clicked after losing.	HOLD OFF Until feedback. Make new backgrounds per region using current assets.	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.	Lowers volume of card shuffle.
	Tutorial: Auto navigate to eastern africa on "baby" mode and have the player click on the cards to proceed.	The "GO" doesnt show up on the second try after losing.	HOLD OFF Until feedback. Make specific assets for backgrounds to have each antelope stand out.	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 randomise script to choose either the male only or female only of any antelope per match. Alternative, may be fine to instead display the gender icon with each antelope.
	Tutorial: Once tutorial finishes, the game should return to the level select screen and have a message saying Tutorial Complete.	Implement Metric system option in settings menu by switching "InfoScale_Feet" and "InfoScale_Meters" textures in the info pages.	HOLD OFF Until feedback. Update all fonts.	New song for something.	Include an area for users to type in their email.	Setup antelopes to have the male and female hooked up in the proxy that Kurt is making. Use _M for males.
	Implement "InfoScale_Feet" as a graphic behind the shaded antelope scale graphics on the info pages. Squish scale textures by half(All of the scale textures are 512x256, but are currently being shown in game at 512x512).	Text "Click a region to begin" for pc build and "Tap a region to begin" for mobile.	Have Masaai splash animate lips talking.	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.	Reassign all antelopes per region with new proxy.
	Squish all info scale related textures by half(All of the scale textures are 512x256, but are currently being shown in game at 512x512).	After entering info page or and then going into the game settings menu bug. Prevent pressing back in game now returns player to the info page.	Have Masaai jump.	New antelope grunts for small, medium, and large.	Add a "Submit Bug" button for users to press to send their bug in.	The info menu antelopes need to be reassigned. They are now linked to the proxy card def Kurt made. For example, "Addax" no longer refers to the scale Addax, all males now have "_M" in their naming convention.
	Add Rhizome Publishing logo to start of app after it says made by unity. (C:\Hunter\Work\CardMatchingGame\Assets\Resources\UI\RhizomeSplashLogo.tga)	Have a setting to turn on color blind mode.		New antelope sounds? Currently just modulated.	Submitted bugs will need to be sorted and modified before adding to a database.	Music and Voice settings from the settings menu bug, are not affecting volume.
	Have a mobile, web, pc, mac build ready for testers before December 1st.	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.	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).	Implement button to cycle between facts / distribution / scales.
	Add splash hyena sound.	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.			Add a CVS 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.	Assign texture paths for facts and scales.
	Bug where antelope runs from back of card, difficult to reproduce... (While lioness is out in either medium or hard).	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....			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.	
	Fix brightness of return icon at night. Tried doing it in Unity, but tint affects all times of day.	Add setting for enabling an in game timer.				
	Sometimes the info page stops speaking the names of antelope.	Set lioness as an option in settings menu and default to off.				
	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 to turn back over instead of staying up.				