

TASKS Due December 1 <sup>st</sup>	(JEFF)	(KURT)	(MATT)	(LUCIAN) (DAVID) (MAYA)	(DANIELLE)	Old Ideas
<b>LEGEND</b> Red = High Priority Orange = Medium Priority Yellow = Low Priority Green = Complete Pink = School Edition	New "Stats Page", layout for info pages. Matt will start making art tweaks that can be done without code.	Have a first round info page.	New Stats screen concept.	David voice missing animal names.	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.	Have a setting to watch tutorial again.
	Visual novel for directions.	Randomized time of day scenes for each level and a settings menu option to choose a specific time of day to always see.	A new info screen concept for each antelope card that will be used for all antelope cards and info pages.	New antelope grunts and run off screen sound for small and medium antelopes. The sound Lucian made so far is good for large antelopes.	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.	New info menu style, possibly that scrolls like a Mac albums slider, while being able to see all antelope at one time. Mousewheel zoom on pc, fingers drag zoom on mobile.
	New conservation status options for each antelope card def: Extinct, Extinct in the Wild, Data Deficient, Not Evaluated	Info button now shows up with region selected.	New "Stats Page", layout for info pages. Full implementation requires Jeff.	2x small medium and large antelope idle sound(unique sounds for some antelopes).	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.	Tutorial: Auto plays for the first time game starts(After clicking past the splashscreen). Setup tutorial according to tutorial script.
	Add Scimilar Oryx and Gemsbok to info page.	New values are now needed for each antelope: Kingdom, Phylum, Class, Order, Family, Genus, Species	Replace Info Icon with binoculars icon.	Extra grass texture for different times of day.	Include an area for users to type in their email.	Implement "InfoScale_Fee" 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).
	Start screen window popup for continue or restart. Menu manage new menu type.	Slide effect for antelope cards across info page.	Add all antelope species details to each antelope card del based on animals.xls file from Karen.	2x small medium and large antelope is disappointed or upset sound(unique sounds for some antelopes).	Include an area for users to post a bug about "Splash / Startup" in addition to Gameplay, Information, Settings, and Region.	Squish all info scale related textures by half(All of the scale textures are 512x256, but are currently being shown in game at 512x512).
	Antelope appears for a split second bug: If the player first enters the game, any antelopes in the game will then have this bug when later visiting that antelopes info page.	Baby level not required for each region. First level is baby difficulty in Eastern Africa(Morning).	Medal Icon concepts.	Lioness idle growl sound.	Add a "Submit Bug" button for users to press to send their bug in.	Make specific assets for backgrounds to have each area stand out.
	Implement Metric system option in settings menu by switching "InfoScale_Fee" and "InfoScale_Meters" textures in the info pages.	Level region unlocking one at a time. Locked regions are grey. For locked textures, there are textures in (Assets/Resources/UT Menu) with this naming convention: ". Locked.tga"	Special effect for player getting 3 or more matches.	Lioness provoked roar sound.	Submitted bugs will need to be sorted and modified before adding to a database.	Have Masai splash animate lips talking.
	Mute hyena by default	Make it so completed regions and levels are not selectable. For completed regions, swap in a new map texture, "T_Africa_MapRegions_Complete.tga" in the map folder.	Polish directions layout.	Lucian review current sounds and come up with plan for any changes or additions.	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).	Have Masai jump.
	Implement info pages for lion, lioness and hyena.(Matt needs to make hyena and lion first)	After completing region, mate match enabled("level 5").	Optimize assets more.	David Fungus Tutorial recording in multiple files, one for each chat bubble sequence.	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.	Add setting for enabling an in game timer.
	Tutorial Fungus Masai guy talking.	Setting for sound in a new sub menu. Directions is listed first, then sound, then credits.	Create a hyena for info page.		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.	Allow for certain antelopes to have tail swing sideways animation instead of back and forth.
	New accumulative points over time with stats page that shows how well you play. Ability to test different success rate % for unlocking modes.	Have a button below the score(During match). This button keeps track of the most recently matched antelopes. If clicked, brings player to corresponding info page.	Create a lion for info page.			At the beginning of a round(After GG?) any cards that have a lioness, shake for a second and play a lioness growl sound(Lucian needs to make one).
		Reimplement lion strike card.	Add a drawing for omnivore, carnivore, and herbivore.			Have antelopes run direction away from the lioness cards.
		Have an icon next to each level button(as art yet), that will be invisible until level is beaten, then it will become a gold medal icon or sector circle from Tanzania cards.	Add a drawing for a sound icon.			Bug where antelope runs from back of card, difficult to reproduce... (While lioness is out in either medium or hard).
		Artist request for an option to choose folder where screenshots are saved to.	Update info fact classifications for each antelope.			Fix brightness of return icon at night. Tried doing it in Unity, but tint affects all times of day.
		Set hyena gets hit by fruit only if player wins and the hyena stays down.	Create a hyena for info page.			Sometimes the info page stops speaking the names of antelope.
		Set the default volume to be based on testers feedback.	Male lion or lion cub along with lioness in game.			New antelope texture for Okapi antelope.
		Set up Github for a home and school version of Antelope Up.				Allow for certain antelopes to have tail swing sideways animation instead of back and forth.
		Have a setting to turn on color blind mode.				Add antelope tail swing sideways animation.
		Settings option just for the teachers. They can set a password to have control over the settings. Able to set the difficulty.				Test "Click a region to begin" for pc build and "Tap a region to begin" for mobile.
		Match mode for the female and males.				Reading Comprehension test for the end of a round some text comes up that student has to read and answer the question.

MineSweeper Slash card and  
animation for lion card.