## ART TASKS

**Red = High Priority    Orange = Medium Priority    Yellow = Low Priority    Green = Complete**

| Category | | | | | | |
|---|---|---|---|---|---|---|
| Backgrounds | Optimize art to run on lowest end devices. | Setup time of day per background. | Create 4 new backgrounds. | Apply color correction feedback to times of day. | Research and assign proper star map data per background. | Research and assign proper sun location per background. | Create 20 new backgrounds. |
| Cards | Optimize art to run on lowest end devices. | Create extra color combinations for cards. | Draw outlines and burnt edges. | Add dropshadows. | | | |
| Map Screen | Optimize art to run on lowest end devices. | Fix Eastern Africa mesh artifact (Easy). | Paint map texture with stylish elevation. | Add dropshadows. | | | |
| Info Page | Optimize art to run on lowest end devices. | Create map distribution textures for all antelopes. | Design lock icon. | Add dropshadows. | Design map to look more interesting. | | |
| Splash Screen | Optimize art to run on lowest end devices. | Fix roan texture cutoff. | Animate Splash hyena laughing. | Fix terrain and sky cutoff. | Revert sky and terrain look. | Add dropshadows. | |
| Menu | Optimize art to run on lowest end devices. | Design a reward screen for when the player wins on each level. | Draw outlines and burnt edges. | Draw any needed hints for the tutorial. | Design side score U.I. | | |
| Characters | Optimize art to run on lowest end devices. | Polish lioness mesh and animation. | Polish lioness texture. | Add hyena eye glow for night time. | Animate Splash Maasai talking and pointing at menu sections. | Animate Maasai jumping. | Animate Vulture. |

## TECH TASKS

**Red = High Priority    Orange = Medium Priority    Yellow = Low Priority    Green = Complete**

| Category | | | | | | |
|---|---|---|---|---|---|---|
| Build | iOS | Android | PC | Web | | | |
| Menu | Allow player to open and close the menu. | Allow player to navigate to different sections of the menu. | Give player options for various sound settings. | Give player options for various difficulty settings. | Have a way for developers to access any of the locked content. | Give player options for various card and menu color settings. | Drop shadow on all text like the "GO" text. |
| Bonus Content | Each time a region is completed, the player unlocks several new card color combinations. | For completing 2 regions on any difficulty, the player unlocks the secret mode: "No Laughing Matter" This can disable the hyena laughing in game. | For completing all levels on any difficulty, the player unlocks a secret mode: "Mass Hysteria". This can enable the hyena to also laugh while idle. | For completing all levels on Medium difficulty, the player unlocks a secret mode: "Raining Sausages". This can enable the hyena to get hit by fruit instead of laughing. | For completing all levels on Medium difficulty, the player unlocks a secret mode: "Clear Skies".  This disables time of day, setting it to always be noon. | For completing all levels on medium difficulty, the player unlocks hard difficulty. | For completing hard difficulty, the player unlocks a secret mode: "The Lioness Den".  This makes lioness much more common in the game. |
| Map Screen | Allow for individual pictures to represent each level instead of numbers on level select. | Set level select buttons for Northern,Wester,and Southern Africa to constraint fixed row count 1 and Eastern and Central Africa to row count 2. | Set completed regions and levels to be greyed out, but still clickable for replaying. | | | | |
| Info Page | Fix antelopes unexpectedly duplicating. | Implement antelope scale. | Allow the player to click anywhere on the screen(except for the back button) to see the antelope reer up and hear David. | Have antelopes run to the absolute center of the screen | Setup unlocking system for antelopes on info page. | Set info sheet to be locked to the camera, left, bottom justified. | |
| Camera | Set various UI elements to be justified to the screen position. | Allow stars at night to be rendered above color filter. | Allow hyena eyes to be rendered above color filter while idle only. | Setup a camera pan at start of game level. | | | |
| Game Flow | Setup game time of day system to change based on total level completion, per difficulty. | Have the player match female to male antelopes on hard difficulty. | Set different music tracks per region. | | | | |
| Integration | Implement all game sounds. | Set each levels time dependant assets to be hidden or shown. | Setup randomization system for antelopes per level. | Set lioness to automatically run off and subtract score. | Allow for odd numbered cards in a level for when there is a lioness. | Have popup point (+1 or -1) notifications for the player to see how each card match affects their score. | |

## AUDIO TASKS

**Red = High Priority    Orange = Medium Priority    Yellow = Low Priority    Green = Complete**

| Category | | | | | |
|---|---|---|---|---|---|
| David | Voice the names of missing antelopes. | Voice the tutorial | Voice the menu section names. | Voice the level location names. | Voice encouraging dialog for the player to hear how well they are doing. |
| Maya | Voice various antelope noises. | Voice a vulture noise. | | | |
| Lucian | Fix any requested sound changes. | Create extra music tracks if possible. | Create a vulture wing flap sound. | Create ambient noise tracks for different times of day. | |