## TASKS
Due December 1st

**LEGEND**

Red = High Priority
Orange = MediumPriority
Yellow = Low Priority
Green = Complete
Pink = School Edition

| (ALANA) | (JEFF) | (KURT) | (MATT) | (LUCIAN) (DAVID) (MAYA) | (DANIELLE) | Old Ideas |
|---|---|---|---|---|---|---|
| Work with Jeff on Fungus Unity tutorials. | 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 infopage. | New score system that Karen emailed. Score x points in y number of rounds to unlock lions. Combo for 3(and up) matches in a row. Multiplier. | New background for Western Africa. | 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. |
| | Implement Metric system option in settings menu by switching "InfoScale_Feet" and "InfoScale_Meters" textures in the info pages. | Level region unlocking one at a time. Locked regions are grey. Baby level not required for each region. | Special effect for player getting 3 or more matches. | 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 album slider, while being able to see all antelope at one time. Mousewheel zoom on pc, fingers drag zoom on mobile. |
| | Mute hyena by default | Make completed regions gold and each level icon. Gold regions not selectable. After completing region, mate match enabled. | Optimize assets more. | 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. |
| | Implement info pages for lion, lioness and hyena.(Matt needs to make hyena and lion first) | New score system just say score instead of matches and misses. | New high-resolution screenshots | 2x small medium and large antelope is happy sound(unique sounds for some antelopes). | Include an area for users to type in their email. | 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). |
| | Tutorial Fungus Masaai guy talking. | Slide effect for antelope cards across info page. | Locked Region texture. | 2x small medium and large antelope is dissapointed 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). |
| | New accumulative points over time with stats page that shows how well you play. Ability to test different success rate % for unlocking modes. | Start screen for continue or restart. | Gold Region texture. | 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. |
| | | Add "You Win". | Gold and locked level texts. | Lioness provoked roar sound. | Submited bugs will need to be sorted and modified before adding to a database. | Have Masaai splash animate lips talking. |
| | | Setting for sound in a new sub menu. Directions is listed first, then sound, then credits. | Feature image new picture without black bars on sides. | 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 Masaai jump. |
| | | Artist request for an option to choose folder where screenshots are saved to. | Extinct antelope art. | 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. |
| | | Set hyena gets hit by fruit only if player wins and the hyena stays down. | 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. |
| | | Set the default volume to be based on testers feedback. | Create a lion for info page. | | | At the beginning of a round(After"GO") any cards that have a lioness, shake for a second and play a lioness growl sound(Lucian needs to make one). |
| | | Set up Github for a home and school version of Antelope Up. | Add a drawing for omnivore, carnivore, and herbivore. | | | Have antelopes run direction away from the lioness cards. |
| | | Have a setting to turn on color blind mode. | 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). |
| | | Settings option just for the teachers. They can set a password to have control over the settings. Able to set the difficulty. | 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. |
| | | Match mode for the female and males. | Create a hyena for info page. | | | Sometimes the info page stops speaking the names of antelope. |
| | | | Male lion or lion cub along with lioness in game. | | | New antelope texture for Okapi antelope. |
| | | | | | | Allow for certain antelopes to have tail swing sideways animation instead of back and forth. |
| | | | | | | Add antelope tail swing sideways animation. |
| | | | | | | Text "Click a region to begin" for pc build and "Tap a region to begin" for mobile. |
| | | | | | | 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.