

TASKS Due December 1 <sup>st</sup>	(JEFF)	(KURT)	(MATT)	(LUCIAN) (DAVID) (MAYA)	(DANIELLE)	Recently Completed	Old Ideas
<b>LEGEND</b> Red = High Priority Orange = Medium Priority Yellow = Low Priority Green = Complete Pink = School Edition	Change info menu to show 3 antelopes at a time instead of 4. The center antelope card will be 3 times as large and will have its name displayed below it.	Escape and exit app button.	Polish Africa map textures.	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.	512X12 Changed the database to require the format of post and added some extra information.	Have a setting to watch tutorial again.
	Set music volume in the info pages to be 25%? If the users settings for music are already less than 25%, keep their music volume setting.	Set aspect ratio properly across every device.	Level and lion button icons.	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.	512X12 New home information.	New info menu style, possibly that scrolls like a Mac album slider, while being able to see all antelope at one time. Mousesheel zoom on pc, fingers drag zoom on mobile.
	Set the scale of males and females in info pages based on the "AUP_Home_and_School_Request.s.pdf" document in github, under Design/Documents folder.	Add master volume control to settings.	Android launch icon.	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.	512X12 New database is preexisting, (backtick, and under space is preexisting, are preexisting, preexisting.	Tutorial: Auto plays for the first time game starts(After clicking past the splashscreen). Setup tutorial according to tutorial script.
	Tutorial Pungus Masai guy talking.	Set hyena laughs only when player loses or if score is very low.	New background for Central Africa with animated water.	2x small medium and large antelope is happy sound(unique sounds for some antelopes).	Include an area for users to type in their email.	512X12 New home information.	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 512x12).
	Replace info page arrows with the left and right antelope cards.	Set hyena gets hit by fruit only if player win and the hyena steps down.	Polish settings layout.	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.	512X12 New database is preexisting, (backtick, and under space is preexisting, are preexisting, preexisting.	Squish all info scale related textures by half(All of the scale textures are 512x256, but are currently being shown in game at 512x12).
	Allow for certain antelopes to have tail swing sideways animation instead of back and forth.	Mine sweeper indicator.	Rework splash animation with A lower and card for E lower.	Lioness idle growl sound.	Add a "Submit Bug" button for users to press to send their bug in.	512X12 Changed card numbering to use unique numbers which helps with sorting items.	Make specific assets for backgrounds to have each area stand out.
	Implement Metric system option in settings menu by switching "InfoScale_Feet" and "InfoScale_Meters" textures in the info pages.	Lion mode unlockable.	New background for Northern Africa.	Lioness provoked roar sound.	Submitted bugs will need to be sorted and modified before adding to a database.	512X12 The "InfoScale_Feet" option is preexisting, (backtick, and under space is preexisting, are preexisting, preexisting.	Have Masai splash animate lips talking.
	Mute hyena by default	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 as a hint for player to click them...	New background for Western Africa.	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).	512X12 Public Northern Africa icon.	Have Masai jump.
	Implement info pages for lion, lioness and hyena.(Matt needs to make hyena and lion first)	Cards can currently be clicked after losing. The defeat screen should disable player interaction.	Add antelope tail swing sideways animation.		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 the default volume to be based on testers feedback.		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).		Allow for certain antelopes to have tail swing sideways animation instead of back and forth.
	Set lioness as an option in settings menu and default to off.		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).
	Test "Click a region to begin" for pc build and "Tap a region to begin" for mobile.		Add a drawing for omnivore, carnivore, and herbivore.				Have antelopes run direction away from the lioness cards.
	Set up Github for a home and school version of Antelope Up.		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).
	Have a setting to turn on color blind mode.		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.
	Settings option just for the teachers. They can set a password to have control over the settings.		Create a hyena for info page.				Sometimes the info page stops speaking the names of antelope.
	Reading Comprehension test for the end of a round some test comes up that student has to read and answer the question.		Male lion or lion cub along with lioness in game.				
	Match mode for the female and males.						