Sheet1

TECH TASKS	Build (KURT or JEFF)	Info Menu (JEFF)	Game (KURT)	Other (MATT)	Finished
LEGEND Red = High Priority Orange = Medium Priority Yellow = Low Priority Green = Complete	Make Latest working build.	After entering info page and then going into the game bug. Prevent pressing back in game now returns player to the info page.	Music and Voice settings from the settings menu bug, are not affecting volume.	Assign texture paths for facts and scales.	Allow for Easy Normal and Hard pictures to represent each level instead of photos on level select.
	Add RBI logo to start of app after it says made by unity. (C:\Hunter\Work\CardMatchingG ame\Assets\Resources\UI\Rhizom eSplashLogo.tga)	Implement remaining game sounds.	Add credits page in main settings menu		Fix antelope mislabled (may be related to duplicating).
		Implement button to cycle between facts / distribution / scales.	Fix brightness of return icon at night. Tried doing it in Unity, but tint affects all times of day.		Fix all cards dissapear after clicking to left and right fast. Also sometimes they hang in half rotation.
		Add "Info Scale Texture" and "Info Distribution Texture" to card defs for antelopes.	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		Replace health counter UI with images provided.
					Fix order of antelopes appearing to be alphabetical.
					Set antelopes to switch (for when the player clicks to right or left page) after eard is half done rotating.
					Set up an "antelope" sound for missing antelope names.
					Add a new difficulty mode, "Baby"
					Allow the player to click anywhere on the screen(except for the back button) to see the anticlope reer up and hear David.
08/04/18					Have the "Level script" look up the conservation variable set per antelope (antelope card defs: prefab/carddefs/). Change the probability of rare antelopes appearing in the match based on this so it may skip being added.
					Have the "Level script" for lioness be absolute probability rather than based on conservation status.
					Fix alignment of info menu last column of cards(It has more empty space than the other columns).
					Fix back button from playing sound instead of going to previous menu.
					Disable antelope name getting spoken again when going to new antelope.
					Add main settings menu with audio options: voices, music, sfx.
					Add another card def list just for lioness.
					Prevent long name from being clipped, like slender horned gazelle
08/18/18					PC
					Card Def Skip probability bug. If the first antelope listed is critically endangered and second listed is least concern, it will always still pick the first listed.
					Card Def "Never Skip" bug. If Bioness is lower in the list, the first antelopes in the list are always still picked instead.
					Matching Lioness(Clicking on 2 lioness) causes the player to imediately lose the match.

Sheet1

o8/z7/18	Replace the layout of the current info page to be like the "InfoPage_DayB.]pg" concept (\CardMatchingGame\DesignDocuments\Concepts\).
	Instead of male and female cards, just have one to select on the main info menu.
	Slow down the antelope mismatch wait time.
og/04/18	Disable player control until info page is Completely ready(after antelope is in the screen center and map shown). Many different bugs seem to happen if pressing back before this transition.
	Prevent antelope appears on the screen for a second, then dissapears before walking into the center. Only happens the first time when clicking on any antelope of info menu.
	Replace gender icons.
	Create all placeholder distribution map textures.
	Create all fact textures.
	Adjust info sheet to look better.
	info button font design to be a blend of Will's 2 images.
	Create lock art for cards.
09/11/18	Replace Will's "I" with Will's other "I" in a circle and then move it to the bottom right corner of the screen.
og/11/18	Replace WIFs "T" with WHFs other "I" in a circle and then move it to the bottom right corner of the screen. Update assued document with public.
og/11/18	
og/11/18	Update sound document with paths.
og/11/18	Update sound document with public. Main mema graphic.
og/11/18	Update sound document with paths. Main menor graphic. Add bows and remove briangles from proder keems.
og/11/18	Update sound document with paths. Main souns graphic. Add been and remove triangles from geoder items. Courte scale charts for such associope.
og/11/18	Update sound document with paths. Main mone graphic. Add have and remove triangles from gender tons. Create scale charts for each anticlope. Get Lega art ready for splash.
09/17/18	Update sound document with paths. Main mone graphic. Add have and remove triangles from gender tons. Create scale charts for each anticlope. Get Lega art ready for splash.

