			Sheet1			
TASKS Due December 1st	(JEFF)	(KURT)	(MATT)	(LUCIAN) (DAVID) (MAYA)	(DANIELLE)	Old Ideas
LEGEND Red = High Priority Orange = MediumPriority Yellow = Low Priority Green = Complete Pink = School Edition	Charge 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.	Level and lion button icons.	David Fungus Tutorial recording in multiple files, one for each chat bubble sequence.	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.
				David voice missing animal names.	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.
				screen sound for small and medium	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 Metric system option in settings menu by switching "InfoScale_Feet" and "InfoScale_Meters" textures in the info pages.		Replace Central Africa's Noon, Night, and Sunset with Bénoué art.	2x small medium and large antelope idle 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).
	Mute hyena by default		Make sun independant of the sky textures.	2x small medium and large antelope is happy 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).
	Implement info pages for lion, lioness and hyena.(Matt needs to make hyena and lion first)	Framerate issue on Android.	Polish Africa map textures.	2x small medium and large antelope is dissapointed or upset sound (unique sounds for some antelopes).	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.
	Tutorial Fungus Masaal guy talking.	Set the scale of males and females in info pages based on the "AUP Home_and_School Request s.pdf" document in github, under DesignDocuments folder.	Android launch icon.	Lioness idle growl sound.	Submited bugs will need to be sorted and modified before adding to a database.	Have Masaai splash animate lips talking.
		Set hyena laughs only when player loses or if score is very low.	Polish settings layout.	Lioness provoked roar sound.	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.
		Set hyena gets hit by fruit only if player wins and the hyena stays down.	New background for Northern Africa.	Lucian review current sounds and come up with plan for any changes or additions.	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.
		Mine sweeper indicator.	New background for Western Africa.		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.
		Lion mode unlockable.	MineSweeper Slash card and animation for lion card.			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).
		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	Create a hyena for info page.			Have antelopes run direction away from the lioness cards.
		Cards can currently be clicked after losing. The defeat screen should disable player interaction.	Create a lion for info page.			Bug where antelope runs from back of card, difficult to reproduce (While lioness is out in either medium or hard).
		Set the default volume to be based on testers feedback.	Add a drawing for omnivore, camivore, and herbivore.			Fix brightness of return icon at night. Tried doing it in Unity, but tint affects all times of day.
		Set lioness as an option in settings menu and default to off.	Add a drawing for a sound icon.			Sometimes the info page stops speaking the names of antelope.
		Text "Click a region to begin" for pe build and "Tap a region to begin" for mobile.	Update info fact classifications for each antelope.			New antelope texture for Okapi antelope.
		Set up Github for a home and school version of Antelope Up.	Create a hyena for info page.			Allow for certain antelopes to have tail swing sideways animation instead of back and forth.
		Have a setting to turn on color blind mode.	Male lion or lion cub along with lioness in game.			Add antelope tail swing sideways animation.
		Settings option just for the teachers. They can set a password to have control over the settings.		•		
		Reading Comprehension test for the end of a round some text comes up that student has to read and answer the question.				

