

ART TASKS							
	Red = High Priority	Orange = Medium Priority	Yellow = Low Priority	Green = Complete			
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 (kay).	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			
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 <u>much</u> 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, Western, and Southern Africa to constraint fixed row count 1 and Eastern and Central Africa to row count 2.	Allow regions to perform texture swap when highlighted.	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 rear 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			
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.			