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 sure game runs perfectly on demo computers.	Implement remaining game sounds. This task is now maximum priority. (\CardMatchingGame\DesignDocuments\SoundIntegrationList.pdf)	Add main settings menu GUI.	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\CardMatchingGame\Assets\Resources\UI\RhizomeSplashLogo.tga)	Implement button to cycle between facts / distribution / scales.	Add credits page in main settings menu		Fix antelope mislabled (may be related to duplicating).
		Add "Info Scale Texture" and "Info Distribution Texture" to card defs for antelopes.	Lioness stays after turning over bug		Fix all cards disappear after clicking to left and right fast. Also sometimes they hang in half rotation.
		Implement locked cards to replace the extra 4 cards bug. (\CardMatchingGame\Assets\Resources\UI\Menu\LockedIcon.tga)	Lioness match wins game instead of losing		Replace health counter UI with images provided.
		Replace: "button_info_mesh" with "InfoIcon.tga" sprite. Replace: "button_return_mesh" with "ReturnIcon.tga" sprite. Replace: "button_direction_mesh_Left" with "NextIcon.tga" sprite.	Add option to main menu for gender icon swap.		Fix order of antelopes appearing to be alphabetical.
			Fix brightness of return icon at night. Tried doing it in Unity, but tint affects all times of day.		Set antelopes to switch (for when the player clicks to right or left page)after card is half done rotating.
			Add quit for pc build to main settings menu		Set up an "antelope" sound for missing antelope names.
			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....		Add a new difficulty mode, "Baby"
					Allow the player to click anywhere on the screen(except for the back button) to see the antelope rear up and hear David.
08/04/18					Have the "Level script" look up the conservation variable set per antelope (antelope card defs prefab/cuddlefx). Change the probability of rare antelope 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, efx.
					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 lioness 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 immediately lose the match.

08/27/18	Replace the layout of the current info page to be like the "InfoPage_DarB.jpg" 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.

09/04/18	Disable player control until info page is Completely ready(after antelope is in the screen center and map sheets). Many different bugs seem to happen if pressing back before this transition.
	Prevent antelope appears on the screen for a second, then disappears 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.
	Update sound document with paths.
	Main menu graphic.
	Add bows and remove triangles from gender icons.
	Create scale charts for each antelope.
	Get Logo art ready for splash.
	Replace missing antelope facts with new facts.