

TASKS Due December 1 st	(JEFF)	(KURT)	(MATT)	(LUCIAN) (DAVID) (MAYA)	(DANIELLE)	Recently Completed
LEGEND Red = High Priority Orange = Medium Priority Yellow = Low Priority Green = Complete						
	Implement "InfoScale_Pest" 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).	Test "Click a region to begin" for pc build and "Tap a region to begin" for mobile.	Some screen effect or notification to let player know they can click on the info page map to see other facts and scales.	Voice missing antelopes: "Blue Wildebeest", "Blushok", "Hunter's Antelope"	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.	
	Squish all info scale related textures by half. (All of the scale textures are 512x256, but are currently being shown in game at 512x512).	After clicking an antelope, then the lion, then the correct antelope, the last antelope runs off and the other antelope stays and is unclickable.	Make new backgrounds per region using current assets.	New lioness roar. Talk with Lucian first.	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.	Lower volume of card details.
	Setup tutorial that auto plays for the first time game starts. Have a button to disable / skip (during tutorial) and an option accessed later in the settings menu to turn it back on again. Splash masaii stays and moves to the left.	Cards should not be able to be clicked after losing.	Make specific assets for backgrounds to have each area stand out.	Voice a tutorial.	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.	Set antelope icon to show up when a card is clicked and all the antelope can watch. (Antelope may be bug so change before the people know what card antelope)
	Masaii tutorial can auto go to eastern africa on "baby" mode and force the player to click on what is needed.	The "GO" doesnt show up on the second try after losing.	Update all fonts.	New song for something.	Include an area for users to type in their email.	Setup antelopes to have the audio and images loaded up so the people that want to making "Info" all the time
	Add Rhizome Publishing logo to start of app after it says made by unity. (C:\Hunter\Work\CardMatchingGame\Assets\Resources\UI\Rhizome\SplashLogo.1ga)	After entering info page or and then going into the game settings menu bug. Prevent pressing back in game now returns player to the info page.	Have Masaii splash animate lips talking.	Lucian review current sounds and come up with plan for any changes or additions.	Include an area for users to post a bug about "Splash / Startup" in addition to Gameplay, Information, Settings, and Region.	Recreate all antelopes per region with new poses.
	Have a mobile, web, pc, mac build ready for testers before December 1st.	Have a setting to turn on color blind mode.	Lioness warning somehow, may be show them take over cards in the beginning and roar to scare antelope away.	New antelope grunts for small, medium, and large.	Add a "Submit Bug" button for users to press to send their bug in.	The info page antelope need to be completed. They are now listed in the new report and have audio. (All antelope) "Antelope" no longer refers to the single antelope, all antelope under "Antelope" in their category, information.
	Add splash hyena sound.	Have a setting to turn off tutorial or hints.	Have Masaii jump.	New antelope sounds? Currently just modulated.	Submitted bugs will need to be sorted and modified before adding to a database.	Audio and Voice settings from the settings menu bug are not affecting anyone.
	Bug where antelope runs from back of card, difficult to reproduce... (While lioness is out in either medium or hard).	Add credits page in main settings menu that either is static, scrolls vertically, or shows one person at a time and fades then fades to the next person, etc.			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).	Implemented feature to create antelope bugs. (Antelope, a card).
	Fix brightness of return icon at night. Tried doing it in Unity, but tint affects all times of day.	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 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.	Added feature to make the antelope
	Sometimes the info page stops speaking the names of antelope.	Add setting for enabling an in game timer.			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.	
	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.	Set lioness as an option in settings menu and default to off.				
		Set lioness to turn back over instead of staying up.				