

TECH TASKS	Build (KURT or JEFF)	Info Menu (JEFF)	Game (KURT)	Other (MATT)	Finished
<b>LEGEND</b> 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 log. Prevent pressing back in game now returns player to the info page.	Music and Voice settings from the settings menu log, are not affecting volume.	Assign texture paths for facts and scales.	After the facts (screen) and scale (screen) is implemented with some content of photos on level screen.
Add RBL logo to start of app after it says made by unity. (C:\Hunter\Work\CardMatchingGame\Assets\Resources\UI\Rhizom e\SplashLogo.jpg)	Implement remaining game sounds.	Add credits page in main settings menu			The settings implemented have the content implemented.
	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.	Map screen idles after player inactive for 3 seconds (may need to adjust amount of time a lot until feeds right) regions will begin to automatically pop up just a bit as a hint for player to click them....		Fix the scale (screen) after clicking in left and right feed. Also sometimes they being in left window.
	Add "Info Scale Texture" and "Info Distribution Texture" to card data for antelopes.				Remove "Scale" content of info screen previous.
					The order of antelopes appearing in the spreadsheet.
					Get antelopes to switch the when the player clicks in right or left side left to right or right to left.
					Get up on "antelope" sound for antelope antelope screen.
					Add a new difficulty mode, "Hard"
					Allow the player to click anywhere on the screen except the the facts before force the antelope screen and facts screen.
08/04/18					After the "Card screen" from the spreadsheet spreadsheet up and antelope, antelope and info, patch antelope. Change the probability of new antelopes appearing in the search based on the so it keep being added.
					After the "Card screen" the player is choose probability rather than based on antelope screen.
					The alignment of info screen from screen of card data screen right screen than the other screens.
					The back button from playing screen instead of going to previous screen.
					Enable antelope screen spinning screen again when going to next screen.
					Add back settings screen with some options screen, screen, etc.
					Add another card but the game the screen.
					Remove long name from being appear, the shorter named game.
08/18/18					Fix.
					Card that when card is in top, in the fact screen it will be highlighted and named "Fact" in fact screen. It will always add card the fact screen.
					Card that "Remove" when in the screen is shown in the top. The card will appear in the screen when it is added to screen.
					Implement "Remove" button on the screen when the player is removed from the screen.



