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	Physics on the River up on Google play.	Reimplement lion strike card.	Fix Night Sky texture offset.	David voice missing animal names.	Paka Project store.	Have a setting to watch tutorial again.
	Sultans of Swag.	Randomized time of day scenes for each level.	Remove Southern Africa Morning.	New antelope grunts and run off screen sound for small and medium antelopes. The sound Lucian made so far is good for large antelopes.	SSL on all websites with shopping carts.	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.
	Start screen window popup for continue or restart. Menu manager new menu type.	New "Stats Page" replaces info pages and will be accessed during a match. Each region will have their own specific stats page(The difference will be which antelopes show up).	New video with West or Central Africa with water for website.	2x small medium and large antelope idle sound(unique sounds for some antelopes).	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.	Tutorial: Auto plays for the first time game starts(After clicking past the splashscreen). Setup tutorial according to tutorial script.
	Visual novel for directions.	New values are now needed for each antelope: Kingdom, Phylum, Class, Order, Family, Genus, Species	Various images for website.	Extra grass texture for different times of day.	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.	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).
	Implement Metric system option in settings menu by switching "InfoScale_Feet" and "InfoScale_Meters" textures in the info pages.	New conservation status options for each antelope card def: Extinct, Extinct in the Wild, Data Deficient, Not Evaluated	Make all levels mornings look less orange with whiter clouds and darker trees or rocks.	2x small medium and large antelope is disapointed or upset sound(unique sounds for some antelopes).	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.	Squish all info scale related textures by half(All of the scale textures are 512x256, but are currently being shown in game at 512x512).
	Mute hyena by default	Slide effect for antelope cards across info "Stats" pages(Each region with its own set of antelopes)	Sector icon designchanges.	Lioness idle growl sound.	Include an area for users to type in their email.	Make specific assets for backgrounds to have each area stand out.
	Implement info pages for lion, lioness and hyena.(Matt needs to make hyena and lion first)	Have a button below the score, during match (StatsIcon sprite). This button keeps track of the most recently matched antelopes. If clicked, brings player to corisponding info "Stats"page.	Binocular design changes.	Lioness provoked roar sound.	Include an area for users to post a bug about "Splash / Startup" in addition to Gameplay, Information, Settings, and Region.	Have Masaai splash animate lips talking.
	Tutorial Fungus Masaai guy talking.	Keep the feet of the male and female antelopes in the stats page aligned.	Add Particle birds for Southern region.	Lucian review current sounds and come up with plan for any changes or additions.	Add a "Submit Bug" button for users to press to send their bug in.	Have Masaai jump.
	New accumulative points over time with stats page that shows how well you play. Ability to test different success rate % for unlocking modes.	Ask player at start of game if they want to play in baby demo mode. If Baby Demo mode is on, no level buttons show up when clicking regions, they simply always go to baby difficulty levels.	Mate Match Icon Concepts.	David Fungus Tutorial recording in multiple files, one for each chat bubble sequence.	Submited bugs will need to be sorted and modified before adding to a database.	Add setting for enabling an in game timer.
	Level region unlocking one at a time. Locked regions are grey. For locked textures, there are textures in \Assets\Resources\UI\Menu\ with this naming convention:"_Locked.tga"	Add all antelope species details to each antelope card def based on animals.xls file from Karen.			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).	Allow for certain antelopes to have tail swing sideways animation instead of back and forth.
	Make it so completed regions and levels are not selectable. For completed regions, swap in a new map texture, "T_Africa_MapRegions_Complete. tga" in the map folder.	Special effect for player getting 3 or more matches.			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.	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).
	After completing region, mate match enabled(Design of this feature is still in progress.	Polish directions layout.			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.	Have antelopes run direction away from the lioness cards.
	Setting for sound in a new sub menu. Directions is listed first, then sound, then credits.	Optimize assets more.				Bug where antelope runs from back of card, difficult to reproduce... (While lioness is out in either medium or hard).
	New Level button layout.(Design of this feature is still in progress.	Create a hyena for info page.				Fix brightness of return icon at night. Tried doing it in Unity, but tint affects all times of day.
	Set the default volume to be based on testers feedback.	Create a lion for info page.				Sometimes the info page stops speaking the names of antelope.
	Set hyena gets hit by fruit only if player wins and the hyena stays down.	Add a drawing for omnivore, carnivore, and herbivore.				New antelope texture for Okapi antelope.
	Artist request for an option to choose folder where screenshots are saved to.	Add a drawing for a sound icon.				Allow for certain antelopes to have tail swing sideways animation instead of back and forth.
	Settings menu option to choose a specific time of day to always see.	Update info fact classifications for each antelope.				Add antelope tail swing sideways animation.
	Set up Github for a home and school version of Antelope Up.	Create a hyena for info page.				Text "Click a region to begin" for pc build and "Tap a region to begin" for mobile.
	Have a setting to turn on color blind mode.	Male lion or lion cub along with lioness in game.				Reading Comprehension test for the end of a round some text comes up that student has to read and answer the question.

Settings option just for the teachers. They can set a password to have control over the settings. Able to set the difficulty.

MineSweeper Slash card and animation for lion card.

Match mode for the female and males.