TASKS Due December 1st	(JEFF)	(KURT)	(MATT)	(LUCIAN) (DAVID) (MAYA)	(DANIELLE)	Recently Completed
LEGEND Red = High Priority Orange = MediumPriority Yellow = Low Priority Green = Complete	Tutorial: Auto plays for the first time game starts(After clicking past the splashscreen). Setup tutorial according to tutorial script.	Cards should not be able to be clicked after losing.	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","Gnu", "Blesbok", "Hunter's Antelope", "Hirola"	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.	Add Rhizome Publishing logo to start of app after it says made by unity. (CardMatchingGame\Assets\Resources\UI\RhizomeSplashLogo.tga)
	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).	The "GO" doesnt show up on the second try after losing.	HOLD OFF Until feedback. 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.	Make square version of logo with text below it and transparent background(Not with the red and white border).
	Squish all info scale related 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.	HOLD OFF Until feedback. 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.	Write up tutorial script.
	Have a mobile, web, pc, mac build ready for testers before December 1st.	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.	HOLD OFF Until feedback. Update all fonts.	New song for something.	Include an area for users to type in their email.	After clicking an antelope, then the lion, then the correct antelope, the last antelope runs off and the other antelope stays and is unclickable.
	Add splash hyena laugh timed with sprite animation.	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....	Have Masaai 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.	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.
	Bug where antelope runs from back of card, difficult to reproduce... (While lioness is out in either medium or hard).	Have a setting to watch tutorial again.	Have Masaai jump.	New antelope grunts for small, medium, and large.	Add a "Submit Bug" button for users to press to send their bug in.	Music and Voice settings from the settings menu bug, are not affecting volume.
	Fix brightness of return icon at night. Tried doing it in Unity, but tint affects all times of day.	Have a setting to turn on color blind mode.		New antelope sounds? Currently just modulated.	Submitted bugs will need to be sorted and modified before adding to a database.	Implement button to cycle between facts / distribution / scales.
	Sometimes the info page stops speaking the names of antelope.	Add setting for enabling an in game timer.		Lioness warning somehow, may be show them take over cards in the beginning and roar to scare antelope away.	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).	
	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.			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.	
		Set lioness to turn back over instead of staying up.			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.	
		Text "Click a region to begin" for pc build and "Tap a region to begin" for mobile.				