

TECH TASKS	Build (KURT)	Map Menu (KURT)	Info Menu (JEFF)	Game (KURT)	Sound (JEFF)	Finished
<b>LEGEND</b> Red = High Priority Orange = Medium Priority Yellow = Low Priority Green = Complete	Make sure game runs perfectly on demo computers.(First week of sept meeting)	Map screen idles after player inactive for 3 ? seconds(may need to adjust amount of time a bit until feels right) regions will begin to automatically pop up just a bit as a hint for player to click them....	Replace the layout of the current info page to be like the "InfoPage_Dev8.jpg" concept (CardMatchingGame\DesignDocuments\Concepts\).  Instead of male and female cards, just have one to select on the main info menu.	Add main settings menu GUI.  Add credits page in main settings menu	Implement all game sounds.	Allow for more "Forward" and "Back" buttons for movement with them instead of photos on level select.  The antelope modelled more to match the design sheet.  The all cards disappear after clicking in left and right icons. Also sometimes they being in left window.  Replace health counter 1/3 with image progression.  The order of antelopes appearing to be alphabetical.  Set antelopes to switch like when the player clicks to right or left from left to right to left from existing.  Set up an "Antelope" sound for existing antelope names.  Add a new difficulty mode, "Easy".  Allow the player to click anywhere on the screen except for the main menu to use the settings menu and have it work.
08/04/18			Set antelopes to be the correct size.  Prevent antelope sliding unexpectedly in and out of screen after clicking too fast.  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 quit for pc build to main settings menu		Have the "Level Select" look up the corresponding antelope and get position, position and info, provide variables. Change the probability of antelopes appearing to the search based on this so it keeps being added.  Have the "Level Select" for bonus to decrease probability rather than based on consecutive bonus.  The alignment of info menu has values of card it has more empty space than the other antelope.  The back button shows playing menu instead of going to previous menu.  Double antelope name getting system again when using to next settings.  Add main settings menu with main system menu, main, etc.  Add another card for the main menu.  Prevent long name from being added, the shorter better quality.
08/18/18						No.  Check that when probabilities from 0, the first antelope found is correctly assigned and second found is first antelope, it will always add pick the first found.  Check that "Bonus Skip" flag, if bonus is lower to the flag, the first antelope in the list are always added instead.  Make sure 1 antelope/2 antelope are shown when the player is moved away from the search.

09/01/18