

| TECH TASKS | Build (KURT) | Map Menu (KURT) | Info Menu (JEFF) | Game (KURT) | Sound (JEFF) | Finished |
|---|--|--|---|--|---------------------------------------|---|
| LEGEND 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 3-7 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_DevX.jpg" concept (CardMatchingGame/DesignDocuments/Concepts/). | Matching Lionses(Clicking on 2 lionses) causes the player to immediately lose the match. | Implement all game sounds. 75% | Allow the "New" "Previous" and "Next" buttons to be highlighted with a grey gradient of shadows on their sides. |
| | Android | | Instead of male and female cards, just have one to select on the main info menu. | Add main settings menu GUI. | | The antelope highlighted once the player is highlighted. |
| | PC | | Prevent antelope sliding unexpectedly in and out of screen after clicking too fast. | Card Def Skip probability bug. If the first antelope listed is critically endangered and second listed is least concern, it will always still pick the first listed. | | The all cards disappear after clicking in left and right lists. Also sometimes they bring in first antelope. |
| | Web | | 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. | Card Def "Never Skip" bug. If lionsess is lower in the list, the first antelopes in the list are always still picked instead. | | Replace health numbers 1-3 with images provided. |
| | iOS | | | | | The order of antelopes appearing to be alphabetical. |
| | | | | | | Get antelopes to switch like when the player clicks to right or left from left to right to left from existing. |
| | | | | | | Get up on "Antelope" sound for existing antelope names. |
| | | | | | | Add a new difficulty mode, "Easy" |
| | | | | | | Allow the player to click antelopes visible onscreen for the first time before to see the antelope card and hear sound. |
| 08/04/18 | | | | | | Have the "Card Defect" look up the corresponding antelope and get antelope numbers and info, provide variables. Change the probability of new antelopes appearing in the search based on the so it keep from being added. |
| | | | | | | Have the "Card Defect" for lionsess to decrease probability rather than based on corresponding species. |
| | | | | | | The alignment of info screen has values of cardDef has more empty space than the other antelopes. |
| | | | | | | The back button does nothing when instead of going to previous screen. |
| | | | | | | Handle antelope name getting repeated again when using to next antelope. |
| | | | | | | Add sound settings menu with card, antelope, sound, music, etc. |
| | | | | | | Add weather card and the new lion lionsess. |
| | | | | | | Prevent long name from being repeated, the shorter named antelope. |