

TASKS	(JEFF)	(KURT)	(MATT)	(LUCIAN) (DAVID) (MAYA)	Recently Completed
<b>LEGEND</b> Red = High Priority Orange = Medium Priority Yellow = Low Priority Green = Complete	Implement remaining game sounds.	Music and Voice settings from the settings menu bug, are not affecting volume.	Assign texture paths for facts and scales.	Voice missing antelopes: "Blue Wildebeest", "Blushak", "Hunter's Antelope"	Antelope icons with audio antelope
Implement button to cycle between facts / distribution / scales.	After entering info page and then going into the game bag. Prevent pressing back in game now returns player to the info page.	Make new backgrounds per region using current assets.	New lioness roar.		Lower volume of card abilities
Add "Info Scale Texture" and "Info Distribution Texture" to card defs for antelopes.	Text "Click a region to begin" for pc build and "Tap a region to begin" for mobile.		Voice a tutorial.		
Add RRI logo to start of app after it says made by unity. (C:\Hunter\Work\CardMatchingGame\Assets\Resources\UI\RhizomeSplashLogo.igs)	Have a setting to turn on color blind mode.		New antelope voices? Currently just modulated.		
New info menu that scrolls like a Mac album slider, while being able to see all antelope at one time.	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.				
Bug where antelope runs from back of card, difficult to reproduce...	Map screen idles after player inactive for 3.7 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....				
Fix brightness of return icon at night. Tried doing it in Unity, but tint affects all times of day.	Set randomize script to choose either the male only or female only of any antelope per match. Alternativel, may be fine to instead display the gender icon with each antelope(Awaiting KB choice)				
	Add setting for enabling an in game timer. Possibly alternative to losing.(Awaiting KB choice.)				
	Either 1) Set lioness as an option in settings menu and default to off, or 2) lioness cards do not cause auto lose, each lioness revealed counts as a miss. (Awaiting KB choice.)				