

TASKS

Due December 1st

LEGEND

Red = High Priority
Orange = Medium Priority
Yellow = Low Priority
Green = Complete

(JEFF)	(KURT)	(MATT)	(LUCIAN) (DAVID) (MAYA)	(DANIELLE)	Recently Completed
		Make ui elements vangogh style.	Voice missing antelopes: "Blue Wildebeest", "Gnu", "Blesbok", "Thuster's Antelope", "Hirsch"	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 settings screen "Antelopes", "Lioness" and "Tutorial" buttons. When clicking on the buttons, be directed to the settings button (Antelopes/Lioness). If still not working, it will
			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.	Have a mobile, web, pc, mac build ready for testers
				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.	Have a mobile, web, pc, mac build ready for testers
Hold off on any tasks below this row.	Hold off on any tasks below this row.	Hold off on any tasks below this row.	Hold off on any tasks below this row.	Include an area for users to type in their email.	Have screen effect or notification so let player know they can click on the info page and to view their bug and status.
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.	HOLD OFF Until feedback. Make new backgrounds per region using current assets.	Voice a tutorial.	Include an area for users to post a bug about "Splash / Startup" in addition to Gameplay, Information, Settings, and Region.	Review all scale images with different versions for info, info, information / status bar
Implement "InfoScale_Fret" 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" doesn't show up on the second try after losing.	HOLD OFF Until feedback. Make specific assets for backgrounds to have each area stand out.	New song for something.	Add a "Submit Bug" button for users to press to send their bug in.	Review all text images with different text and update icons to be more interesting
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_Fret" and "InfoScale_Meters" textures in the info pages.	Have Masaai splash animate lips talking.	Lucian review current sounds and come up with plan for any changes or additions.	Submitted bugs will need to be sorted and modified before adding to a database.	The first two characters are confirmed
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.	Have Masaai jump.	New antelope grunts for small, medium, and large.	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).	Reviewed Lioness page for better words different wording
Add splash hyena laugh timed with sprite animation.	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....		New antelope sounds? Currently just modulated.	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.	Have a CVS setup with an antelope manual made slightly different from antelope manual
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.		Lioness warning somehow, may be show them take over cards in the beginning and roar to scare antelope away.	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.	
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.				
Sometimes the info page stops speaking the names of antelope.	Add setting for enabling an in game timer.				
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.				
	Set lioness to turn back over instead of staying up.				
	Text "Click a region to begin" for pc build and "Tap a region to begin" for mobile.				