

TASKS Due December 1 <sup>st</sup>	(JEFF)	(KURT)	(MATT)	(LUCIAN) (DAVID) (MAYA)	(DANIELLE)	Old Ideas
LEGEND  Red = High Priority Orange = Medium Priority Yellow = Low Priority Green = Complete Pink = School Edition	Change how users to interact with the game. It is the responsibility of the teachers to make sure that the game is not too easy, and that the game is not too hard. It is the responsibility of the teachers to make sure that the game is not too easy, and that the game is not too hard.	Escape and exit app button.	Level and lion button icons.	David Fungus Tutorial recording in multiple files, one for each chat bubble sequence.	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.	Have a setting to watch tutorial again.
	Change how users interact with the game. It is the responsibility of the teachers to make sure that the game is not too easy, and that the game is not too hard. It is the responsibility of the teachers to make sure that the game is not too easy, and that the game is not too hard.	Change volume of music to be lowered whenever a David voiceless is played.	New background for Central Africa with animated water.	David voice missing animal names.	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.	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.
	In the InfoMenu, clicking left will now only have the subra dukker as all three selectable antelope.	Set the scale of males and females in info pages based on the "AUP_Home_and_School_Request_S.pdf" document in github, under DesignDocuments folder.	Rework splash animation with A lower and card for E lower.	New antelope grunts and run off screen sound for small and medium antelopes. The sound Lucian made so far is good for large antelopes.	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.	Tutorial: Auto plays for the first time game start(After clicking past the splashscreen). Setup tutorial according to tutorial script.
	Implement Metric system option in settings menu by switching "InfoScale_Feet" and "InfoScale_Meters" textures in the info pages.	Set hyena laughs only when player loses or if score is very low.	Polish Africa map textures.	2x small medium and large antelope idle sound(unique sounds for some antelopes).	Include an area for users to type in their email.	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 312x152).
	Mute hyena by default	Set hyena gets hit by fruit only if player wins and the hyena stays down.	Android launch icon.	2x small medium and large antelope idle sound(unique sounds for some antelopes).	Include an area for users to post a bug about "Splash / Startup" in addition to Gameplay, Information, Settings, and Region.	Squish all info scale related textures by half(All of the scale textures are 512x256, but are currently being shown in game at 312x152).
	Implement info pages for lion, lioness and hyena.(Matt needs to make hyena and lion first)	Mine sweeper indicator.	Polish settings layout.	2x small medium and large antelope is disappointed or upset sound(unique sounds for some antelopes).	Add a "Submit Bug" button for users to press to send their bug in.	Make specific assets for backgrounds to have each area stand out.
	Tutorial Fungus Masai guy talking.	Lion mode unlockable.	New background for Northern Africa.	Lioness idle growl sound.	Submitted bugs will need to be sorted and modified before adding to a database.	Have Masai splash animate lips talking.
		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 background for Western Africa.	Lioness provoked roar sound.	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).	Have Masai jump.
		Cards can currently be clicked after losing. The defeat screen should disable player interaction.	MineSweeper Slash card and animation for lion card.	Lucian review current sounds and come up with plan for any changes or additions.	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.	Add setting for enabling an in game timer.
		Set the default volume to be based on testers feedback.	Create a hyena for info page.		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.	Allow for certain antelopes to have tail swing sideways animation instead of back and forth.
		Set lioness as an option in settings menu and default to off.	Create a lion for info page.			At the beginning of a round(After "GO") any cards that have a lioness, shake for a second and play a lioness growl sound(Lucian needs to make one).
		Text "Click a region to begin" for pc build and "Tap a region to begin" for mobile.	Add a drawing for omnivore, carnivore, and herbivore.			Have antelope run direction away from the lioness cards.
		Set up Github for a home and school version of Antelope Up.	Add a drawing for a sound icon.			Bug where antelope runs from back of card, difficult to reproduce... (While lioness is out in either medium or hard).
		Have a setting to turn on color blind mode.	Update info fact classifications for each antelope.			Fix brightness of return icon at night. Tried doing it in Unity, but tint affects all times of day.
		Settings option just for the teachers. They can set a password to have control over the settings.	Create a hyena for info page.			Sometimes the info page stops speaking the names of antelope.
		Reading Comprehension test for the end of a round some text comes up that student has to read and answer the question.	Make lion or lion cub along with lioness in game.			New antelope texture for Okapi antelope.
		Match mode for the female and males.				Allow for certain antelope to have tail swing sideways animation instead of back and forth.
						Add antelope tail swing sideways animation.