

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: "button_info_mesh" with "InfoIcon.iga" sprite. Replace: "button_return_mesh" with "ReturnIcon.iga" sprite. Replace: "button_direction_mesh_Left" with "NextIcon.iga" sprite.	Have the "Level script" look up the conservation variable I set per antelope (antelope.card defs are in: prefabs/cards/). Change the probability of which antelopes appear in the match based on this.	Implement all game sounds. 75%	Allow for more "boredom" and "pass" buttons to be triggered with more frequent but shorter on screen action.
	Android		Fix alignment of info menu last column of cards(it has more empty space than the other columns).	Have the probability of lioness not be randomized and instead if lioness is in the array of elements for a level, simply add that many.		Fix antelope randomized issue by returning to original settings.
	PC		Fix back button from playing sound instead of going to previous menu.	Matching Lioness(Clicking on 2 lioness) causes the player to immediately lose the match.		Fix all cards themselves after clicking in left and right hand. Also sometimes they being on both screens.
	Web		Disable antelope name getting spoken again when going to new antelope.	Add main settings menu with audio options: voices, music, sfx. Video settings: TRA		Replace health counter 1-2 with bigger graphics.
	iOS		Add gender icon to each antelope card on the main info menu as well.			Fix order of antelopes appearing in the alphabetization.
			Prevent antelope sliding unexpectedly in and out of screen after clicking too fast.			Get antelopes to switch like when the player clicks to right or left. They will be able to hold their position.
			Prevent long name from being clipped, like slender horned gazelle			Get up an "antelope" sound for entering antelope screen.
						Add a new difficulty mode: "Easy"
						Allow the player to click anywhere on the screen except for the main button to see the antelope screen and have them.