

TECH TASKS	Build (KURT or JEFF)	Info Menu (JEFF)	Game (KURT)	Other (MATT)	Finished
LEGEND Red = High Priority Orange = Medium Priority Yellow = Low Priority Green = Complete	Make sure game runs perfectly on demo computers.	Implement remaining game sounds. This task is now maximum priority. (\CardMatchingGame\DesignDocuments\SoundIntegrationList.pdf)	Add main settings menu GUI.	Assign texture paths for facts and scales.	Done for facts (sound and visual) and done to implement each item's content as player can find when
	Add RBI logo to start of app after it says made by unity. (C:\Hunter\Work\CardMatchingGame\Assets\Resources\UI\Rhizom eSplashLogo.jpg)	Implement button to cycle between facts / distribution / scales.	Add credits page in main settings menu		The settings window has been created and implemented.
		Add "Info Scale Texture" and "Info Distribution Texture" to card decks for antelopes.	Fix brightness of return icon at night. Tried doing it in Unity, but tint affects all times of day.		Fix the scale distribution after clicking on left and right fact. Also sometimes they hang in both windows.
		Make the info menu display only one row of 4 at a time.	Map screen idles after player inactive for 3 seconds (may need to adjust amount of time a lot until feeds right) regions will begin to automatically pop up just a bit as a hint for player to click them....		Regions (scale, credits, UI, info) images provided.
					The order of antelopes appearing in the spreadsheet.
					Get antelopes to switch the when the player clicks to right or left. Also left to right is still there waiting.
					Get up on "antelope" sound for waiting antelope screen.
					Add a new difficulty mode, "Hard"
					Allow the player to click anywhere on the screen except the top bar, before force the antelope screen and back button.
08/04/18					Done the "card range" task and implemented antelope and info window antelope and info window antelope. I change the probability of new antelope appearing in the search based on how much they being added.
					Done the "card range" task and implemented antelope and info window antelope. I change the probability of new antelope appearing in the search based on how much they being added.
					The alignment of info window from bottom of card deck has been right again than the other windows.
					The back button from playing card is instead of going to previous screen.
					Fixed the antelope screen getting stuck again when going to next window.
					Add main settings screen with some options: music, video, etc.
					Add another card that has the same texture.
					Remove long name from being appear. Use shorter named game.
08/18/18					Done.
					Card that they can't click the top. It's the card antelope that is visible and get sound and sound. When it's back screen, it will always add card the first fact.
					Card that "Antelope" has. It's because it's better to the top. The card antelope is the better choice with perfect sound.
					Implementing antelope (thinking) and antelope screen the player is interested from the screen.

<p> 1. The first step is to identify the problem. This involves understanding the current situation and the desired outcome. </p> <p> 2. The second step is to analyze the problem. This involves breaking down the problem into smaller, more manageable parts. </p> <p> 3. The third step is to develop a plan. This involves determining the steps that need to be taken to solve the problem. </p> <p> 4. The fourth step is to implement the plan. This involves putting the plan into action. </p> <p> 5. The fifth step is to evaluate the results. This involves assessing the effectiveness of the solution. </p>
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