

TECH TASKS	Build (KURT)	Other (MATT)	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)	info button font design to be a blend of Will's 2 images.	Disable player control until info page is completely ready(after antelope is in the screen center and map shown). Many different bugs seem to happen if pressing back before this transition.	Add main settings menu GUI.	Implement all game sounds.	Allow for "New Character" and "New Antelope" buttons (will require more than 1 button as it should be able to select different antelopes)
	Add RBT logo to start of app after it says made by unity.	Back button in game is too far off to the side.	Prevent antelope appears on the screen for a second, then disappears before walking into the center. Only happens the first time when clicking on any antelope of info menu.	Add credits page in main settings menu	75%	The antelope highlighted once to return to map screen.
			Set antelopes to be the correct size.	Lioness stays after turning over bug		No all cards disappear after clicking in left and right hand. Also sometimes they bring in full screen.
			Prevent antelope sliding unexpectedly in and out of screen after clicking too fast.	Lioness match wins game instead of losing		Replace health counter 1/2 with image progression
			Replace: "button_info_mesh" with "infoicon.tga" sprite. Replace: "button_return_mesh" with "Returnicon.tga" sprite. Replace: "button_direction_mesh_Left" with "Nexticon.tga" sprite.	Add quit for pc build to main settings menu		The order of antelopes appearing in the alphabetization
			Map screen lides after player inactive for 3+ 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....			Set antelopes to switch the when the player clicks to right or left from left to right or right to left.
						Set up an "antelope" sound for clicking antelope names
						Add a new difficulty mode, "Easy"
						Allow the player to click anywhere on the screen except for the main button to see the settings menu and have fixed.
08/04/18						Have the "Lioness" look up the lioness icon and have lioness antelope and lioness profile available. Change the probability of lioness antelope appearing in the search based on the so it keep being added.
						Have the "Lioness" be chosen the lioness antelope probability rather than based on lioness icon.
						The alignment of lioness lioness icon of lioness lioness icon is more empty space than the other antelopes.
						The lion button shows playing screen instead of going to previous screen
						Disable antelope name getting system again when using the lion button
						Add main settings menu with main system menu, main, etc.
						Add another card for the lioness lioness.
						Prevent lioness from being added, the lioness lioness button
08/18/18						No.
						Check that "New Character" button is the first antelope listed in character selection and second listed in lioness screen. It will always add pick the first lioness.
						Check that "New Character" button is the first antelope listed in character selection and second listed in lioness screen. It will always add pick the first lioness.
						Check that "New Character" button is the first antelope listed in character selection and second listed in lioness screen. It will always add pick the first lioness.

08/27/18	<p>Highlight the format of the content on the page to the data that highlights the data. Change the format of the data to the data that highlights the data.</p> <p>Highlight all data and format content and format content to the data that highlights the data.</p> <p>Highlight the data that highlights the data.</p>
09/01/18	