TASKS
Due December 1st

LEGEND
Red = High Priority
Orange = MediumPriority
Yellow = Low Priority
Green = Complete
Pink = School Edition

(JEFF)	(KURT)	(MATT)	(LUCIAN) (DAVID) (MAYA)	(DANIELLE)	Recently Completed	Old Ideas
Change info menu to show 3 antelopes at a time instead of 4. The center antelope card will be 3 times as large and will have its name displayed below it.	Set up Github for a home and school version of Antelope Up.	Polish launch icon.	David voice missing animal names.	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.	Settings menu graphics fixed instead of stretching with screen.	Have a setting to watch tutorial again.
Set camera to always have 1080p (16/9) aspect ratio across every device.	Flip lioness back over after next card is being clicked.	Update info facts for each antelope.	New antelope grunts and run off screen sound for small and medium antelopes. The sound Lucian made so far is good for large antelopes.	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.	Replace a with capital A for splash screen animation.	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 music volume in the info pages to be 25%? If the users settings for music are already less than 25%, keep their music volume setting.	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).	Add in Will's latest Africa region text.	2x small medium and large antelope idle sound(unique sounds for some 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.	Revert logo art to old version.	Tutorial: Auto plays for the first time game starts(After clicking past the splashscreen). Setup tutorial according to tutorial script.
Set the scale of males and females in info pages based on the "Card_Game_AntelopeDistribution" document in github, under DesignDocuments folder.	Add master volume control to settings.	Remove throat mane from kudu female.	2x small medium and large antelope is happy sound(unique sounds for some antelopes).	Include an area for users to type in their email.	Fix hyena sprite pixels.	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 512x512).
Bug where antelope runs from back of card, difficult to reproduce... (While lioness is out in either medium or hard).	Set the default volume to be based on testers feedback.	Change Klipspringer hoof and coat color.	2x small medium and large antelope is dissapointed or upset 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 512x512).
Fix brightness of return icon at night. Tried doing it in Unity, but tint affects all times of day.	Map screen idles 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....	Add Dama Gazelle female.	Lioness idle growl sound.	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.
Sometimes the info page stops speaking the names of antelope.	Cards can currently be clicked after losing. The defeat screen should disable player interaction.	Add roan female.	Lioness provoked roar sound.	Submited bugs will need to be sorted and modified before adding to a database.		Have Massai splash animate lips talking.
Allow for certain antelopes to have tail swing sideways animation instead of back and forth.	The "GO" doesnt show up on the second try after losing.	Add Thomsons Gazelle female.	Lucian review current sounds and come up with plan for any changes or additions.	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 Massai jump.
Implement Metric system option in settings menu by switching "InfoScale_Feet" and "InfoScale_Meters" textures in the info pages.	Have a setting to turn on color blind mode.	Add Topi female.		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.
Mute hyena by default	Set lioness as an option in settings menu and default to off.	Add Zebra Duiker female.		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.		
Implement info pages for lion, lioness and hyena.(Matt needs to make hyena and lion first)	Text "Click a region to begin" for pc build and "Tap a region to begin" for mobile.	New background for Northern Africa.				
		New background for Western Africa.				
		Settings option just for the teachers. They can set a password to have control over the settings.				
		New background for Central Africa with animated water.				
		Reading Comprehension test for the end of a round some text comes up that student has to read and answer the question.				
		Finish background for Southern Africa.				
		Polish settings layout.				
		Add antelope tail swing sideways animation.				
		Create a hyena for info page.				
		Create a lion for info page.				
		Add a drawing for omnivore, carnivore, and herbivore.				
		Add a drawing for a sound icon.				

Sheet1

Update info fact classifications for each antelope.

Create a hyena for info page.