

TASKS	(JEFF)	(KURT)	(MATT)	(LUCIAN) (DAVID) (MAYA)	(TIM)	Recently Completed
<b>LEGEND</b> Red = High Priority Orange = Medium Priority Yellow = Low Priority Green = Complete	Setup a tutorial that auto plays for the first time game is launched. It should have a button to disable / skip(during tutorial) and a setting accessed later in the settings menu to turn back on again. The splash masai can stay up and move to the left of the screen.	Music and Voice settings from the settings menu bug, are not affecting volume.	Assign texture paths for facts and scales.	Voice missing antelopes: "Blue Wildebeest", "Bluebok", "Hunter's Antelope"	Setup a bug tracking website before December 1st.	Complete: Rhinoceros - Rhinoceros Complete: Lioness - Lioness Complete: Masai - Masai Complete: Antelope - Antelope Complete: Rhinoceros - Rhinoceros Complete: Lioness - Lioness Complete: Masai - Masai Complete: Antelope - Antelope
	Masai tutorial can auto go to eastern africa on "baby" mode and force the player to click on what is needed.	After entering info page or and then going into the game settings menu bug. Prevent pressing back in game now returns player to the info page.	Make new backgrounds per region using current assets.	New Lioness roar.		
	Implement button to cycle between facts / distribution / scales.	Test "Click a region to begin" for pc build and "Tap a region to begin" for mobile.	Setup antelopes to have the male and female hooked up in the proxy that Kurt is making. Use _M for males.	Voice a tutorial.		
	Add "Info Scale Texture" and "Info Distribution Texture" to card defs for antelopes.	After clicking an antelope, then the lion, then the correct antelope, the last antelope runs off and the other antelope stays and is unclickable.	Make specific assets for backgrounds to have each area stand out.	New antelope grunts for small, medium, and large.		
	Add Rhinome Publishing logo to start of app after it says made by unity. (C:\Hunter\Work\Car\MatchingGame\Assets\Resources\UI\RhinomeSplashLogo.jpg)	Cards should not be able to be clicked after losing.	Update all fonts.	New antelope sounds? Currently just modulated.		
	Have a mobile, web, pc, mac build ready for testers before December 1st.	The "GO" doesnt show up on the second try after losing.	Some screen effect or notification to let player know they can click on the info map to see other facts.			
	Add splash hyena sound.	Have a setting to turn on color blind mode.	Lioness warning somehow, may be show them take over cards in the beginning and roar to scare antelope away.			
	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 off tutorial or hints.	Have Masai jump.			
	Fix brightness of return icon at night. Tried doing it in Unity, but tint affects all times of day.	Add credits page in main settings menu that either is static, scrolls vertically, or shows one person at a time and fades then fades to the next person, etc.				
	Sometimes the info page stops speaking the names of antelope.	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....				
	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.	Add setting for enabling an in game timer.				
		Set lioness as an option in settings menu and default to off.				
		Set lioness to turn back over instead of slaying up.				