

TASKS Due December 1 <sup>st</sup>	LEGEND						
	Red = High Priority Orange = Medium Priority Yellow = Low Priority Green = Complete Pink = School Edition						
	(ALANA)	(JEFF)	(KURT)	(MATT)	(LUCIAN) (DAVID) (MAYA)	(DANIELLE)	Old Ideas
	Work with Jeff on Fungus Unity tutorials.	Antelope appears for a split second bug: If the player first enters the game, any antelopes in the game will then have this bug when later visiting that antelope infopage.	Map screen idles after player inactive for 3-7 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....	Antelope fast of info menu have the full name below the card in white with drop shadow. Card move up so that the bottom of the middle card is at the same height as the cards to the sides.	David Fungus Tutorial recording in multiple files, one for each chat bubble sequence.	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.	Have a setting to watch tutorial again.
		Implement Metric system option in settings menu by switching "InfoScale_Feet" and "InfoScale_Meters" features in the info pages.	New Antelope Up Store identifier Listing. (Home Edition)	New background for Northern Africa.	David voice missing animal names.	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.	New info menu style, possibly that scrolls like a Mac album slider, while being able to see all antelope at one time. Mousesheel zoom on pc, fingers drag zoom on mobile.
		Mute hyena by default	Setting for sound in a new sub menu. Directions is listed first, then sound, then credits.	New background for Western Africa.	New antelope grunts and run off screen sound for small and medium antelopes. The sound Lucian made so far is good for large 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.	Tutorial: Auto plays for the first time game starts/After clicking past the splashscreen. Setup tutorial according to tutorial script.
		Implement info pages for lion, lioness and hyena. (Matt needs to make hyena and lion first)	Slide effect for antelope cards across info page.	New high-resolution screenshots.	2x small medium and large antelope idle sound(unique sounds for some antelopes).	Include an area for users to type in their email.	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).
		Tutorial Fungus Masaaui guy talking.	Remove red lion card flipped over version	Create a hyena for info page.	2x small medium and large antelope is disappointed 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).
		New accumulative points over time with stats page that shows how well you play. Ability to test different success rate % for unlocking modes.	Set hyena gets hit by fruit only if player wins and the hyena stays down.	Create a lion for info page.	2x small medium and large antelope is disappointed or upset sound(unique sounds for some antelopes).	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.
			Set the default volume to be based on testers feedback.	Add a drawing for omnivore, carnivore, and herbivore.	Lioness idle growl sound.	Submitted bugs will need to be sorted and modified before adding to a database.	Have Masaaui splash animate lips talking.
			Make the lioness roar sound different with each roar sound.	Add a drawing for a sound icon.	Lioness provoked roar sound.	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 Masaaui jump.
			Developing ideas for Wildlife Conservation Center planning games for each of the 5 regions.	Update info fact classifications for each antelope.	Lucian review current sounds and come up with plan for any changes or additions.	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.
			Set up Github for a home and school version of Antelope Up.	Create a hyena for info page.		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.	Allow for certain antelopes to have tail swing sideways animation instead of back and forth.
			Have a setting to turn on color blind mode.	Male lion or lion cub along with lioness in game.			At the beginning of a round, after GG? any cards that have a lioness, shake for a second and play a lioness growl sound(Lucian needs to make one).
			Settings option just for the teachers. They can set a password to have control over the settings.	MineSweeper Slash card and animation for lion card.			Have antelopes run direction away from the lioness cards.
			Reading Comprehension test for the end of a round some text comes up that student has to read and answer the question.	Extinct antelope art.			Bug where antelope runs from back of card, difficult to reproduce... (While lioness is out in either medium or hard).
			Match mode for the female and males.				Fix brightness of return icon at night. Tried doing it in Unity, but tint affects all times of day.
							Sometimes the info page stops speaking the names of antelope.
							New antelope texture for Okapi antelope.
							Allow for certain antelopes to have tail swing sideways animation instead of back and forth.
							Add antelope tail swing sideways animation.
							Test "Click a region to begin" for pc build and "Tap a region to begin" for mobile.