TASKS	(JEFF)	(KURT)	(MATT)	(LUCIAN) (DAVID) (MAYA)	(TIM)	Recently Completed
LEGEND Red = High Priority Orange = Medium Priority Yellow = Low Priority Green = Complete	The info menu antelopes need to be reassigned. They are now linked to the proxy card def Kurt made. For example: "Addax" no longer refers to the male Addax, all males now have "_M" in their naming convention.	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", "Blesbok", "Hunter's Antelope"	Setup a bug tracking website before December 1st.	Gender icon with white outlines.
	Setup tutorial that auto plays for the first time game starts. Have a button to disable / skip(during tutorial) and an option accessed later in the settings menu to turn it back on again. Splash masaai stays and moves to the left.	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.		Lower volume of card shuffle.
	Masaai tutorial can auto go to eastern africa on "baby" mode and force the player to click on what is needed.	Text "Click a region to begin" for pc build and "Tap a region to begin" for mobile.	Make specific assets for backgrounds to have each area stand out.	Voice a tutorial.		Set randomize script to choose either the male only or female only of any antelope per match. Alternative, may be fine to instead display the gender icon with each antelope.
	Implement button to cycle between facts / distribution / scales.	After clicking an antelope, then the lion, then the correct antelope, the last antelope runs off and the other antelope stays and is unclickable.	Update all fonts.	New antelope grunts for small, medium, and large.		Setup antelopes to have the male and female hooked up in the proxy that Kurt is making. Use _M for males.
	Add "Info Scale Texture" and "Info Distribution Texture" to card defs for antelopes.	Cards should not be able to be clicked after losing.	Some screen effect or notification to let player know they can click on the info map to see other facts.	New antelope sounds? Currently just modulated.		Reassign all antelopes per region with new proxy.
	Add Rhizome Publishing logo to start of app after it says made by unity. (C:\Hunter\Work\CardMatchingGame\Assets\Resources\UI\RhizomeSplashLogo.tga)	The "GO" doesnt show up on the second try after losing.	Have Masaai splash animate lips talking.			
	Have a mobile, web, pc, mac build ready for testers before December 1st.	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.			
	Add splash hyena sound.	Have a setting to turn off tutorial or hints.	Have Masaai jump.			
	Bug where antelope runs from back of card, difficult to reproduce... (While lioness is out in either medium or hard).	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.				
	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....				
	Sometimes the info page stops speaking the names of antelope.	Add setting for enabling an in game timer.				
	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 lioness as an option in settings menu and default to off.				
		Set lioness to turn back over instead of staying up.				