

TECH TASKS	Build	Map Menu	Info Menu	Game	Sound	Finished
LEGEND Red = High Priority Orange = Medium Priority Yellow = Low Priority Green = Complete	iOS	Map screen idles after player inactive for 3.7 seconds(may need to adjust amount of time a bit until feels right) regions will begin to automatically pop up just a bit as a hint for player to click them.....	Disable antelope name getting spoken again when going to new antelope.	Have the "Level script" look up the conservation variable 1 set per antelope (antelope card defs are in: prefabs/cards/efx/). Change the probability of which antelopes appear in the match based on this.	Implement all game sounds.	Allow for more "Overland and Hunt" patterns (the suggested cards have increased but please see level notes)
	Android		Fix alignment of info menu last column of cards(it has more empty space than the other columns).	Have the probability of lioness not be randomized and instead if lioness is in the array of elements for a level, simply add that many.	75%	Fix antelope randomized issue for "Hunt" in "Overland/Hunt".
	PC		Fix back button from playing sound instead of going to previous menu.	Matching Lioness(Clicking on 2 lioness) causes the player to immediately lose the match.		Fix all cards (lioness) after clicking in left and right hand. Also sometimes they being in left hand.
	Web		Add gender icon to each antelope card on the main info menu(the gender icon on the info page is fine).			Replace health numbers 1-3 with images preferably.
			Allow the player to click anywhere on the screen(except for the back button) to see the antelope reer up and hear David.			Fix order of antelopes appearing in the "Overland/Hunt".
			Prevent antelope sliding unexpectedly in and out of screen after clicking too fast.			Get antelopes to switch like when the player clicks to right or left. (some left to right to left then switching)
			Prevent long name from being clipped, like slender horned gazelle			Get up on "antelope" sound for winning antelope names.
						Add a new difficulty mode, "Hunt".