

TECH TASKS	Info Menu (JEFF)	Game (KURT)	Assets (MATT)	Audio (LUCIAN)/ (DAVID) / (MAYA)	Recently Completed
LEGEND Red = High Priority Orange = Medium Priority Yellow = Low Priority Green = Complete	Implement remaining game sounds.	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", "Blushak", "Hunter's Antelope"	
	Implement button to cycle between facts / distribution / scales.	After entering info page and then going into the game bag. Prevent pressing back in game now returns player to the info page.	Assign texture paths for facts and scales.	New lioness roar.	
	Add "Info Scale Texture" and "Info Distribution Texture" to card defs for antelopes.	Set randomize script to choose either the male only or female only of any antelope per match.	Lower volume of card shuffle	New antelope voices? Currently just modulated.	
	New info menu that scrolls like a Mac album slider, while being able to see all antelope at one time.	Set lioness as an option in settings menu and default to off.	Make new backgrounds per region using current assets.	Voice a tutorial.	
	Add RRI logo to start of app after it says made by unity. (C:\Hunter\Work\CardMatchingGame\Assets\Resources\UI\Rhizom c\SplashLogo.jpg)	Have a setting to turn on color blind mode.	Make new backgrounds per region using current assets.		
		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.	Gender icon with with outlines and no negative space.		
		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....			
		Text "Click a region to begin"			
		Fix brightness of return icon at night. Tried doing it in Unity, but tint affects all times of day.			
		Bug where antelope runs from back of card, difficult to reproduce....			
		Add setting for enabling an in game timer.			