				Sheet1	
TECH TASKS	Build (KURT or JEFF)	Info Menu (JEFF)	Game (KURT)	Other (MATT)	Finished
LEGEND Red = High Priority Orange = Medium Priority Yellow = Low Priority Green = Complete	Make sure game runs perfectly on demo computers.	Implement locked cards to replace the extra 4 cards bug. (\CardMatchingGame\Assets\Reso urces\UI\Menu\LockedIcon.tga)	Add main settings menu GUI.	Create scale charts for each antelope.	Allow for Easy Normal and Hard pictures to represent each level instead of photos on level select.
	Add RBI logo to start of app after it says made by unity.	Implement button to cycle between facts / distribution / scales.	Add credits page in main settings menu	Assign texture paths for facts and scales.	Fix antelope mislabled (may be related to duplicating).
		Add "Info Scale Texture" and "Info Distribution Texture" to card defs for antelopes.	Lioness stays after turning over bug		Fix all cards dissapear after clicking to left and right fast. Also sometimes they hang in half rotation.
		Implement remaining game sounds. (\CardMatchingGame\DesignDocu ments\SoundIntegrationList.pdf)	Lioness match wins game instead of losing		Replace health counter UI with images provided.
		Replace: "button_info_mesh" with "infotcon.tga" sprite. Replace: "button_return_mesh" with "ReturnIcon.tga" sprite. Replace: "button_direction_mesh_Left" with "NextIcon.tga" sprite.	Add quit for pc build to main settings menu		Fix order of antelopes appearing to be alphabetical.
			Map screen idles after player inactive for 3 2 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		Set antelopes to switch (for when the player clicks to right or left page)after eard is half done rotating.
					Set up an "antelope" sound for missing antelope names.
					Add a new difficulty mode, "Baby"
					Allow the player to click anywhere on the screen(except for the back botton) to see the antelope reer up and hear David.
08/04/18					Have the "Level script" look up the conservation variable set per antelope (antelope cand defs: perfab/carddefs/). Change the probability of rare antelopes appearing in the match based on this so it may skip being added.
					Have the "Level script" for lioness be absolute probability rather than based on conservation status.
					Fix alignment of info menu last column of cards(It has more empty space than the other columns).
					Fix back button from playing sound instead of going to previous menu.
					Disable antelope name getting spoken again when going to new antelope.
					Add main settings menu with audio options: voices, music, sfx.
					Add another card def list just for lioness.
					Prevent long name from being clipped, like stender horned gazelle
08/18/18					PC
					Card Def Skip probability bug. If the first antelope listed is critically endangered and second listed is least concern, it will always still pick the first listed.
					Card Def "Never Skip" bug. If lioness is lower in the list, the first antelopes in the list are always still picked instead.
					Matching Lioness(Clicking on 2 lioness) causes the player to imediately lose the match.

	Sheet1
o8/z//i8	Replace the layout of the current info page to be like the "InfoPage, Day B.jpg" concept (\Card Matching Game, Design Documents \Concepts\).
	Instead of male and female cards, just have one to select on the main info menu.
	Slow down the antelope mismatch wait time.
o9/04/18	Disable player control until info page is Completely ready(after antelope is in the screen centre and map shown). Many different bugs seem to happen if pressing back before this transition.
	Prevent antelope appears on the acreen for a second, then disaspean before walking into the center. Only happens the first time when clicking on any antelope of infomens.
	Replace gender icons.
	Create all placeholder distribution map textures.
	Create all fact textures.
	$\label{eq:Adjust} \mbox{Adjust info sheet to look better.}$
	info button font design to be a blend of Will's 2 images.
	Create lock art for eards.