Dr. Karnaugh’s Laboratory: Todo List:

Black: Nobody is working on this right now  
Red: Chris is working on this  
Green: Steve is working on this   
Blue: Heath is working on this ~~Strikethrough: Item completed~~  
**Bold: Priority Items**

Core Gameplay Features

* **Wire Dragging**
* **Goggles**
* Convert The Truth Table Mechanism to some sort of symbolic language?
* **User Accounts/RankedGame**
* **Mazeitem render methods (if we’re not going to load them in as objects**

Technical/bugfixes

* Remove all Text from compiled code so we can modify it without recompiling and so we can have a localization system if someone wants to translate the game
* **Mouselook needs revision – the sensitivity varies highly with framerate**
* Music needs to loop
* **Denser pathfinding grid for the bunny that takes the presence of mazeitems in the room into account**
* **Wall collision needs revision**
* Configuration file
* Game pausing, ability to return from menu to a game in progress
* Make sure the game works in windowed mode
* Checksum on game classes for rankedGame as a further form of cheating prevention
* Allow modifiability of status bar font size
* Don’t update game loop or timers until the first frame has actually been drawn
* **Eliminate black voids in maze rendering where visible rooms are being culled**
* **Handle exceptions in a user friendly manner, eg when a maze component is not found let them know that the map requires a component that wasn’t found instead of just crashing**
* Change music file loading code to be consistent with the map loading code

Aesthetics/Polish

* Sound engine, for environmental sounds, footsteps, etc
* options menu
* Object loader, collision on in-maze objects
* Modify texturing and geometry to achieve our desired art direction and make the mazes appear less uniform
* A tutorial level
* An endgame level
* Story items
* Game save/load or some other kind of progress saving – eg as a flag on the online user account
* Better player death
* Figure out how we’re going to work the raccoon into the game
* Map/logic editor type of deal
* Status icons
* Help file
* **In between levels screen (should present stats, let user return to menu, show bonus items, etc)**

Amendments