This page intentionally bogus.

Habitat Task List — November 11, 1986

Beta-test Prequisite Implementation Tasks

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
0	1200 baud communications fix	1	ongoing	p	r cj	??	11/11	11/18
1	Add BOING! sound effect for capacity overflow	1	pending	ph	cr	2 dy	11/3	11/13
6	Implement host memory capacity monitor phase II	1	active	h	j c	2 dy	11/11	11/14
7	Make sure we can rebind and reboot regionproc	1	done?	h	jc	1 hr	11/11	11/11
8	Upload and install new downtown	1	ready	w	ra	2 hr	11/3	11/12
9	Test avatar point-to-point talk echo	1	ready	h	r	.5 hr	11/3	11/12
10	Test glue object	1	ready	h	r	.5 hr	11/3	11/12
11	Change magic protocol to send object pointed noid	2	pending	ih	rc	2 hr	11/3	11/18
12	Cleanup existing world database	2	started	w	ar	.5 dy	11/4	11/11
15	Implement Oracle logging and response capability	2	pending	h	j	1 dy	11/11	11/17
16	Implement bank account deduction utility for Rant ads	2	pending	u	j	1 dy	11/11	11/18
17	Implement home vendo	2	done	i	ga	done	11/5	—
18	Implement text to paper/book conversion utility	2	pending	u	j	1 dy	11/11	11/19
19	Install D'nalsi Island adventure	2	ready	w	r	1 dy	11/3	11/14
20	Install region rally	2	ready	w	r c	1 dy	11/3	11/17
21	Install software to keep records for Hall Of Records	2	pending	h	jc	??	11/3	??
22	Make compass work on host	2	test it	h	c r	2 hr	11/7	11/18
23	Make teleport HELP give teleport address	2	pending	h	cj	1 dy	11/3	11/24
24	Reset database for beta release	2	pending	w	cr	.5 hr	11/3	11/24
25	Test pawnshop-machine object	2	ready	h	r	.5 hr	11/3	11/12
26	Test switch (stationary magic) object	2	ready	h	r c	.5 hr	11/3	11/12
27	Upload and install Forest Road	2	uploaded	w	a rc	.5 dy	11/11	11/12
35	Test light handling with containers and region changes	2	ready	h	r	1 hr	11/3	11/12

67	Implement turn avatar to ghost on logout	2	done	h	j	—	11/11	—
68	Make ghost appear only if ghosts online	2	done	h	j	—	11/11	—
69	Exclude non-beta-testers from system	2	done	h	j	—	11/11	—
39	Implement initial magical powers	3	pending	h	cr	.5 dy	11/3	11/18
40	Make host send motd on bootup	3	pending	h	cj	1 dy	11/11	11/20
72	Create avatars with token in pocket	3	pending	h	j	.5 dy	11/11	11/14
73	Add vendos outside of downtown	3	pending	w	ac	2 hr	11/4	11/17

Beta-test Prequisite Design & Documentation Tasks

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
2	Choose set of records for Hall Of Records	1	half	d	c ra	1 dy	11/3	11/12
3	Create user map of downtown	1	redo	d	c g	1 hr	11/7	11/18
4	Draft Geographic Master Plan	1	design	d	c ra	3 dy	11/5	11/17
5	Finish players' manual (add illustrations)	1	90%	d	c ga	1 hr	11/3	11/18
5a	Revise manual text for release	1	pending	d	c	2 hr	11/7	11/18
75	Specify Oracle functions on host	1	done	d	c	.5 dy	11/11	—
13	Define initial magical powers	2	done	d	car	.5 dy	11/11	—
14	Draft economic policy	2	pending	d	c ra	1 dy	11/3	11/19
34	Talk to Tom Canaday about operations and Weekly Rant	2	pending	d	cr	2 hr	11/3	11/19
78	Complete specification of adventures and activities	2	pending	d	c	2 dy	11/7	11/21
37	Draft Rant advertisement policy and procedure	3	pending	d	c	.5 dy	11/3	11/19

Implementation Tasks To Be Completed During Beta-Test

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
29	Generate, upload and install Capture-The-Flag regions	2	design	w	r	3 dy	11/3	12/1
30	Implement bureaucrat-in-a-box	2	pending	ih	r c	1 dy	11/3	11/21
31	Implement die object	2	50%	ih	r c	2 hr	11/3	11/18
32	Implement elevator object	2	50%	ih	rg c	2 hr	11/3	11/24
33	Implement game piece object	2	50%	ih	r c	2 hr	11/3	11/24

41	Create general purpose database filter	3	pending	u	jc	??	11/3	??
43	Implement Capture-The-Flag entry and exit daemons	3	pending	h	r c	1 dy	11/3	12/2
44	Implement database fragment copy function	3	pending	u	j	??	11/3	??
45	Implement game show	3	pending	wh	a r	1 dy	11/3	11/17
46	Install Cooties game	3	design	wh	a rc	1 dy	11/3	11/14
47	Install Quest For Tome Of Wealth And Fame	3	design	wh	r c	.5 dy	11/3	11/19
74	Implement countertop transactions	3	pending	h	r cj	1 dy	11/4	11/20
77	Make book HELP give title	3	pending	h	c j	1 dy	11/7	11/25
56	Implement teleport entry database utility	4	pending	u	j	??	11/3	??
57	Install board games	4	design	w	a rc	.5 dy	11/3	11/24
58	Setup talk show	4	pending	w	a r	2 hr	11/3	12/2
59	Setup theaters	4	pending	w	a r	2 hr	11/3	12/2

Design & Documentation Tasks To Be Completed During Beta-Test

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
28	Determine powers and privileges of Adventure Masters	2	pending	d	rca	2 dy	11/3	12/4
42	Draft final specification for Ghu	3	50%	d	c	1 dy	11/3	11/25
48	Write Guidebook To The Oracle	3	pending	d	c	3 dy	11/3	12/9
70	Define garbage collector	3	pending	dh	cj	.5 dy	11/4	12/1
71	Design batch transactions	3	pending	dh	cj	1 dy	11/4	12/2

Public Release Prequisite Implementation Tasks

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
50	Design and implement stock market game	3	50%	dwh	r	??	11/3	
53	Generate first 20K turves and related infrastructure	3	pending	w	acr	5 dy	11/3	
54	Implement Ghu	3	pending	u	j c	??	11/3	
55	Implement apartment generator	3	pending	u	c	1 dy	11/3	
62	Add connecting region number to sky, door and building	4	pending	h	c	1 dy	11/3	

| 63 | Implement Adventure Master support software | 4 | pending | h | j c | ?? | 11/3 |
| 64 | Start Machiavelli | 4 | pending | w | cra | ?? | 11/3 |

Public Release Prequisite Design & Documentation Tasks

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
49	Design Machiavelli	3	50%	d	c	2 dy	11/3	
51	Design quest for product launch	3	pending	dw	rca n	??	11/3	
52	Draft Adventure Masters' manual	3	pending	d	cr	5 dy	11/3	

Optional Tasks

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
36	Make vendo HELP describe item on display	2	pending	h	c	.5 dy	11/3	
60	Change changomatic to alter houses outside turf	4	pending	h	c	1 hr	11/3	
61	Make magic HELP give little rhyme about magic item	4	pending	h	c	.5 dy	11/3	
65	Create Auto-Oracle	5	pending	hu	c	5 dy	11/5	
66	Implement stochastic region generator	5	pending	u	c	3 dy	11/3	
76	Make book interface random-access	5	pending	i	r c	1 dy	11/7	

Key

— Task number — an arbitrary number assigned for tracking purposes.

Task — a short description of the task.

Prio — relative priority of task in the range 1 to 5: 1☞immediately vital, 2☞essential but not immediately so, 3☞important, 4☞will have to wait for more important items first, 5☞desirable someday if we have the time.

Status — current status of task.

Eff — which portions of the system this task effects: p☞Commodore 64 program disk, i☞Commodore 64 image disk, h☞host system, d☞design or documentation, w☞world database, u☞Stratus or Unix based utilities.

Who — who is responsible for performing this task: c☞Chip Morningstar, r☞Randy Farmer, a☞Aric Wilmunder, j☞Janet Hunter, g☞Gary Winnick, n☞Noah Falstein. Names are listed in order of importance to task. Names after a space are secondary personnel for task.

Time — how much time this task should take to complete, once started.

Updat — date that this task's entry in this list was last updated.

Target — target date for completion of this task.