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Habitat Task List — November 9, 1987

Beta-test Prequisite Implementation Tasks

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
12	Cleanup existing world database	2	96%	w	ar	—	11/13	ongoing
24	Reset database for beta release	2	pending	w	cr	.5 hr	12/2	β

Beta-test Prequisite Design & Documentation Tasks

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
5	Finish players' manual (add illustrations)	1	95%	d	c ga	??	2/2	??
5a	Revise manual text for release	1	ver 6.5	d	c	—	12/11	ongoing

Implementation Tasks To Be Completed During Beta-Test

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
45	Implement game show	3	designed	wh	a r	1 dy	2/19	**
29	Generate, upload and install Capture-The-Flag regions	4	50%	w	ra	3 dy	3/2	**
43	Implement Capture-The-Flag entry and exit daemons	4	pretest	h	a rc	1 dy	3/13	**
19a	Run D'nalsi Island adventure	2	ready	w	r	??	2/2	β
58a	Run talk show	3	ready	w	a r	??	3/13	β
59a	Run theaters	3	ready	w	a r	??	3/13	β

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	β-input	d	rca	2 dy	3/13	β
48	Write Guidebook To The Oracle	3	β-input	d	c	3 dy	3/13	β

Public Release Prequisite Implementation Tasks

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
50	Design and implement stock market game	3	50%	dwh	r	2 dy	1/29	**
53	Generate first 20K turves and related infrastructure	3	work	w	acr	??	6/16	??

| 63 | Implement Adventure Master support software | 4 | pending | h | j c | ?? | 1/29 | ?? |
| 64 | Start Machiavelli | 4 | pending | w | cra | ?? | 3/17 | 4/3 |

Public Release Prequisite Design & Documentation Tasks

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
49	Design Machiavelli	3	50%	d	c	2 dy	1/29	**
51	Design quest for product launch	3	pending	dw	rca n	??	1/29	4/3
52	Draft Adventure Masters' manual	3	pending	d	cr	5 dy	1/29	3/27
85	Re-evaluate online text based on beta feedback	3	β-input	hd	c	??	4/8	β

Optional Tasks

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
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	??

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.