

This page intentionally bogus.

Habitat Task List — November 13, 1986

Beta-test Prerequisite Implementation Tasks

| # | Task | Prio | Status | Eff | Who | Time | Updat | Target |
|----|--|------|----------|-----|------|-------|-------|---------|
| 0 | 1200 baud communications fix | 1 | done | p | r cj | — | 11/12 | — |
| 1 | Add BOING! sound effect for capacity overflow | 1 | active | ph | cr | 2 dy | 11/13 | 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 | — | 11/11 | — |
| 8 | Upload and install new downtown | 1 | uploaded | w | ra | 2 hr | 11/13 | 11/13 |
| 9 | Test avatar point-to-point talk echo | 1 | done | h | r | — | 11/12 | — |
| 10 | Test glue object | 1 | delayed | h | r | .5 hr | 11/13 | 11/13 |
| 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 | 95% | w | ar | — | 11/13 | ongoing |
| 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 | — | 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 | done | h | r | — | 11/13 | — |
| 26 | Test switch (stationary magic) object | 2 | delayed | h | r c | .5 hr | 11/13 | 11/13 |
| 27 | Upload and install Forest Road | 2 | uploaded | w | a rc | .5 dy | 11/13 | 11/13 |
| 35 | Test light handling with containers and region changes | 2 | delayed | h | r | 1 hr | 11/13 | 11/13 |

| | | | | | | | | |
|----|--|---|---------|---|----|-------|-------|-------|
| 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 Prerequisite Design & Documentation Tasks

| # | Task | Prio | Status | Eff | Who | Time | Updat | Target |
|----|--|------|-------------|-----|------|-------|-------|--------|
| 2 | Choose set of records for Hall Of Records | 1 | done | d | c ra | — | 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 | in progress | d | c ra | 3 dy | 11/13 | 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 | — | 11/11 | — |
| 13 | Define initial magical powers | 2 | done | d | car | — | 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 | 1 dy | 11/12 | 11/26 |
| 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 | 2 dy | 11/12 | 12/3 |
| 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 | 2 hr | 11/12 | 12/4 |
| 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 Prerequisite 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 | 5 dy | 11/12 | 12/11 |
| 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 Prerequisite 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.