

These are the tasks moving towards product launch. The emphasis is on world creation. Task names refer to the schedule chart.

Populopolis (Aric) -- Create new regions for Populopolis (back alley, construction zones, etc) and add items of interest using Twiddle

Back 40 (Randy) -- Create regions for the "Back 40" realm.

Document system (Chip) -- Create documents and notes describing everything about host system layout and procedures for creating regions in the host, so that work can proceed during absence.

Capture Flag (Randy) -- Create regions for the Capture The Flag field.

D'nalsi (Randy + Aric) -- Create remaining regions for D'nalsi Island plus any additional required books or other artifacts.

Desert (Aric) -- Create regions for the "Terribly Confusing Desert" realm.

Ruins (Randy) -- Create regions for "Da Bronx" (city ruins) realm.

Forest Road (Aric + Randy) -- Create regions for "Forest Road" realm.

Catch up (Chip) -- Take care of stuff that came up during absence.

Bugs (Randy + Aric) -- Fix bugs in software that have cropped up during testing (hopefully there won't be many of these but, realistically speaking, there will be some).

Beach (Aric) -- Create regions of "The Beach" realm.

Kingdom (Chip) -- Create regions and background materials for the "Kingdom" realm (setting for The King Game).

Books (Chip + Randy) -- Create books and magazines for the library and the news stand.

Original adventure (Randy + Aric) -- Each of you create a new adventure of your own devising, including necessary regions and background materials.

Green Bleem (Randy) -- Set up artifacts and rules for Quest For The Jewelled Horn Of The Green Bleem (ongoing wild-goose chase/mcguiffin hunt).

Weekly Rant (Chip) -- Write/edit the first issue of the Weekly Rant. Set up editorial policy and format.

Gold quest (everyone) -- Design and set up the regions, clues, artifacts, and so on for the super-duper quest that leads to Real Treasure.

SDA adventure (Aric) -- Help SDA set up whatever it is that he's been working on.

Final manual (Chip) -- Produce the absolutely final draft of the manual, including having arranged for illustrations and layout.

Machiavelli (Chip) -- Set up the organizational structure and procedures for initiating the Machiavelli game.

Test (everyone) -- Test the system thoroughly, and make sure that there are absolutely, positively no bugs (to the extent that this is possible, of course).

Polish (everyone) -- Put the last-minute touches on the system and on our collective schtick for the press.