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Habitat Task List — November 5, 1986

Beta-test Prerequisite Implementation Tasks

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

38	Implement Rant distribution mechanism	3	pending	h	jc	??	11/3
39	Implement initial magical powers	3	pending	h	car	1/2 day	11/3
40	Make host send motd on bootup	3	pending	h	cj	??	11/3
67	Implement turn avatar to ghost on logout	2	pending	h	j	??	11/4
68	Make ghost appear only if ghosts online	2	pending	h	j	??	11/4
69	Exclude non-beta-testers from system	2	pending	h	j	??	11/4
72	Create avatars with token in pocket	3	pending	h	j	??	11/4
73	Add vendos outside of downtown	3	pending	w	ac	2 hrs	11/4

Beta-test Prerequisite Design & Documentation Tasks

#	Task	Priority	Status	Effects	Who	Time	Updated
2	Choose set of records for Hall Of Records	1	half	d	cra	1 day	11/3
3	Create user map of downtown	1	done	d	cr	1/2 day	11/5
4	Draft Geographic Master Plan	1	design	d	c ra	3 days	11/5
5	Finish players' manual (add illustrations)	1	90%	d	c g	??	11/3
13	Define initial magical powers	2	design	d	car	1/2 day	11/3
14	Draft economic policy	2	pending	d	c ra	1 day	11/3
34	Talk to Tom Canaday about operations and Weekly Rant	2	pending	d	cr	2 hrs	11/3
37	Draft Rant advertisement policy and procedure	3	pending	d	c	1/2 day	11/3

Implementation Tasks To Be Completed During Beta-Test

#	Task	Priority	Status	Effects	Who	Time	Updated
29	Generate, upload and install Capture-The-Flag regions	2	design	w	r	3 days	11/3
30	Implement bureaucrat-in-a-box	2	pending	ih	cr	1 day	11/3
31	Implement die object	2	50%	ih	rc	2 hrs	11/3
32	Implement elevator object	2	50%	ih	crg	2 hrs	11/3
33	Implement game piece object	2	50%	ih	rc	2 hrs	11/3

41	Create general purpose database filter	3	pending	u	jc	??	11/3
43	Implement Capture-The-Flag entry and exit daemons	3	pending	h	cr	1 day	11/3
44	Implement database fragment copy function	3	pending	u	j	??	11/3
45	Implement game show	3	pending	wh	ra	1 day	11/3
46	Install Cooties game	3	design	wh	cra	1 day	11/3
47	Install Quest For Tome Of Wealth And Fame	3	design	wh	r c	1/2 day	11/3
48	Write Guidebook To The Oracle	3	pending	d	c	3 days	11/3
56	Implement teleport entry database utility	4	pending	u	j	??	11/3
57	Install board games	4	design	w	ra c	1/2 day	11/3
58	Setup talk show	4	pending	w	ra	2 hrs	11/3
59	Setup theaters	4	pending	w	ra	2 hrs	11/3
74	Implement countertop transactions	3	pending	h	c j	1 day	11/4

Design & Documentation Tasks To Be Completed During Beta-Test

#	Task	Priority	Status	Effects	Who	Time	Updated
28	Determine powers and privileges of Adventure Masters	2	pending	d	rca	2 days	11/3
42	Draft final specification for Ghu	3	50%	d	c	1 day	11/3
70	Define garbage collector	3	pending	dh	cj	1/2 day	11/4
71	Design batch transactions	3	pending	dh	cj	??	11/4

Public Release Prerequisite Implementation Tasks

#	Task	Priority	Status	Effects	Who	Time	Updated
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 days	11/3
54	Implement Ghu	3	pending	u	j c	??	11/3
55	Implement apartment generator	3	pending	u	c	1 day	11/3

62	Add connecting region number to sky, door and building	4	pending	h	c	1 day	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	Priority	Status	Effects	Who	Time	Updated
49	Design Machiavelli	3	50%	d	c	2 days	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 days	11/3

Optional Tasks

#	Task	Priority	Status	Effects	Who	Time	Updated
36	Make vendo HELP describe item on display	2	pending	h	c	1/2 day	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	1/2 day	11/3
65	Create Auto-Oracle	5	pending	hu	c	5 days	11/5
66	Implement stochastic region generator	5	pending	u	c	3 days	11/3

Key

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

Task — a short description of the task.

Priority — 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.

Effects — 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.

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