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# Habitat Task List — January 27, 1987

## Beta-test Prerequisite Implementation Tasks

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
8b	Upload and install new residential streets	1	done	w	a	—	1/16	—
98	Region NUKE utility	1	done	u	j	—	1/16	—
99	Make tokens in pocket merge	1	done	h	c	—	1/16	—
100	Add multi-byte capability to FIDDLE_\$ request	1	done	p	r	—	1/15	—
101	Change point/TALK interface	1	done	hi	c	—	1/16	—
102	Turn off graphics during region transition	1	done	p	r	—	1/27	—
103	Redesign ghost icon for better visibility	1	done	i	ac	—	1/16	—
104	Speed up region transition with immediate exit	1	done	p	r	—	1/19	—
115	Add mechanism to keep library books in library	1	pending	h	jcar	1 dy	1/27	1/30
12	Cleanup existing world database	2	95%	w	ar	—	11/13	ongoing
16	Implement bank acc. deduction util. for Rant ads	2	done	u	j	—	1/16	—
19	Install D'nalsi Island adventure	2	fix details	w	ar	.5 dy	1/27	1/30
20	Install region rally	2	ready	w	a rc	—	1/20	—
21	Install software to keep records for Hall Of Records	2	pending	h	jc	3 dy	12/2	12/12
24	Reset database for beta release	2	pending	w	cr	.5 hr	12/2	beta
82	Canned messages from Oracle	2	pending	h	j c	2 dy	12/2	12/15
86	Modifications to paper on C64 for new mail	2	pending	ip	rac	4 dy	1/27	1/30
87	Modifications to paper on host for new mail	2	done	h	cr	—	1/19	—
88	New paper artwork and animation	2	done	i	ag	—	1/15	—
89	Alter mailer for new mail system	2	pending	h	j	3 dy	12/19	1/16
89a	Test and debug new mail system	2	pending	pih	rjc	5 dy	1/27	2/6
72	Create avatars with token in pocket	3	done	h	j	—	1/16	—
83	Genie timer	3	pending	h	jc	1 dy	12/2	12/16

90	Give mail to hatched avatars	3	working on it	w	jc	.5 dy	12/12	12/??
91	Turn on bandwidth reduction	4	pending	hp	j	.5 dy	12/2	??
119	Regionproc process error recovery	1	pending	h	j	??	12/19	??
120	Check and fix "no fail" requests	1	pending	hi	rc	??	1/27	??

## Current bugs

Bug	Prio	Status	Eff	Who	Updated	In rev
missing heads inside vendos in head shop	—	fixed	hp	a	1/20	3.5
change sign in theater from "SIGS" to "meetings"	—	fixed	w	a	1/16	3.4
PUT head on should set state correctly	—	fixed	hp	ca	1/20	3.5
Genesis input should include teleport addresses	—	fixed	u	ca	1/20	3.5
Avatar GET should call head get when pointing at face	—	fixed	i	ac	1/16	3.4
walking Avatars in chairs	—	fixed	p	r	1/20	3.5
color RAM glitch in flags	—	fixed	i	a	1/16	3.4
cursor lockup bug from CES	—	fixed	p	r	1/26	3.6
meltdown on get from pocket	—	fixed	p	r	1/26	3.6
GO to bottom of screen doesn't register on one scan line	—	fixed	p	r	1/26	3.6
throw to street doesn't use cursor (x,y) position	—	fixed	i	c	1/16	3.4
stock market vendos don't rotate correctly	—	fixed	h	ca	1/16	3.4
pedestal/chair in Hall of Records is inaccessible	1	work	w	ac	1/23	3.6
Hamlet's Place offends some people	—	fixed	w	a cr	1/15	3.4
bookcase legs in library flash after reading book	—	fixed	p	ra	1/26	3.6
throw object duplication	2	looking	p	a	12/12	??
GET at far left of screen bends over wrong way	2	??	p	ar	1/14	??
face doesn't vanish when you remove your head	—	fixed	p	a	1/26	3.6
when walking downward Avatar faces sideways for 1 frame	3	??	p	ar	1/14	??
ATM quips are inconsistent	—	fixed	i	c	1/26	3.6
walk off edge of screen in construction zone	—	fixed	h	ca	1/16	3.4

flashlights are messed up	—	fixed	hi	ca	1/26	3.6
GETing a disappeared object messes up	1	looking	p	r	1/27	??
GET/PUT wars confuse system	1	looking	pi	r	1/27	??

### Beta-test Prerequisite Design & Documentation Tasks

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
5	Finish players' manual (add illustrations)	1	95%	d	c ga	??	1/27	1/30
5a	Revise manual text for release	1	95%	d	c	—	11/7	ongoing

### Implementation Tasks To Be Completed During Beta-Test

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
105	Let other Avatars see region exit	2	pending	p	r	1 dy	1/27	??
106	Pawn machine PUT should tell value of item	2	testing	i	rca	??	1/27	1/30
107	Review and adjust graphics offsets for doors etc.	2	pending	iw	ar	2 dy	1/27	2/6
108	Lock ghost/unghost key	2	pending	p	r	.5 dy	1/27	??
109	Synchronize Avatar appearance in region among players	2	pending	pih	rc	2 dy	1/27	??
116	Add plaque object for ticket window, Hall of Records	2	done	hi	ca	—	1/26	—
29	Generate, upload and install Capture-The-Flag regions	2	design	w	ra	3 dy	11/17	12/5
30	Implement bureaucrat-in-a-box	2	pending	ih	a rc	1 dy	12/12	12/16
31	Implement die object	2	coded	ih	a rc	2 hr	12/19	1/??
32	Implement elevator object	2	50%	ih	ag rc	2 hr	12/12	12/16
33	Implement game piece object	2	coded	ih	a rc	2 hr	12/19	1/??
84	Puddle (post-muddle C64 database tool)	2	pending	u	c	2 dy	12/9	1/14
43	Implement Capture-The-Flag entry and exit daemons	3	pending	h	a rc	1 dy	12/9	12/19
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	11/17	11/24
46	Install Cooties game	3	pending	wh	ac r	1 dy	12/12	12/19
47	Install Quest For Tome Of Wealth And Fame	3	design	wh	r c	.5 dy	11/17	11/21

74	Implement countertop transactions	3	pending	h	r cj	1 dy	11/17	11/26
77	Make book HELP give title	3	pending	h	c j	1 dy	11/17	11/26
93	Add widths and activate collision detect	3	pending	wh	cr	1 dy	12/9	1/5
96	Implement weapons-free zones	3	pending	h	a rc	.5 dy	12/9	12/17
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	12/9	12/18
58	Setup talk show	4	pending	w	a r	.5 dy	1/27	??
59	Setup theaters	4	pending	w	a r	.5 dy	1/27	??

### 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	11/17	12/5
42	Draft final specification for Ghu	3	50%	d	c	1 dy	12/9	12/16
48	Write Guidebook To The Oracle	3	pending	d	c	3 dy	12/9	12/19
70	Define garbage collector	3	pending	dh	cj	.5 dy	11/17	12/2
71	Design batch transactions	3	pending	dh	cj	1 dy	11/17	12/3

### Public Release Prerequisite Implementation Tasks

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
110	Make region entry smarter (doors, etc.)	3	pending	h	cr	.5 dy	1/27	??
117	Add textual error messages	3	pending	h	ca	1 dy	1/27	??
118	Write help messages for magic items	3	pending	h	ca	.5 dy	1/27	??
50	Design and implement stock market game	3	50%	dwh	r	2 dy	1/27	??
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	3 dy	12/9	
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	
85	Re-evaluate online text based on beta feedback	3	pending	hd	c	??	11/19	

**Optional Tasks**

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
3	Create user map of downtown	1	QL input	d	c g	1 dy	12/19	??
36	Make vendo HELP describe item on display	2	pending	h	c	.5 dy	11/3	
111	Change paper state if written on	4	test	hi	ca	??	1/27	??
112	Eliminate vertical walk on walk off side edge	4	pending	pi	arc	??	1/14	??
113	Add repeat-delete, graphics chars to text input handler	4	pending	p	r	.5 dy	1/27	??
114	Make GO from chair work without pointing to chair	4	pending	pi	ar	.5 dy	1/27	??
60	Change changomatic to alter houses outside turf	4	pending	h	c	1 hr	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.