

#### The avatar

- Missing some asynchronous behaviors.
- Need to integrate choreography with actions.
- Need heads

#### Carryable objects (get/put/throw)

- 'Throw' wants independent object motion.

#### Weapons

- Choice of effects CBB.
- Gun could use some sound effects right now.

#### Teleport devices

- Untested, awaiting 'change-region', money.
- Need interim 'teleport-number-lookup' in host.

#### Magical objects

- Need to define some magical functions in host.

#### Money

- Need to redefine messages to pass noids of created tokens, implement.

#### Clothing

- Need to test 'wear' in host, 'remove' everywhere.
- Need to write asynch 'wear', 'remove'.

#### Riddle

- Need to have genesis working at host.
- Need to generate beta universe regions.

#### Misc

- Test the sensor function.
- Stereo 'load'/'unload'?
- Need 'kill-avatar'/'reincarnate'.
- Need adjacency checks in host and C64, collision detect on walk, throw and shoot in host.
- Oracle?
- Fake gun needs testing, imagery.
- Need return to People Connection.
- Local database optimization (fuzzy delete, disk seek tuning, etc.)
- 1200 baud is broken.
- Cursor is flakey.
- Box needs opened/closed images.