Here is the task summary for Friday, May 22.

Format: Left-hand column is priority/release requirement ('A' = alpha, 'B' =
beta, 'R' = release, '-' = usable as done, '+' = strictly wishlist item).
Next column to the right is status: 'D' = done, 'T' = testing, 'W' = working
on it, ' ' = pending, 'I' = just an idea right now. Next comes the initials
of the people responsible for the item, then the item tag number, and finally
the item itself.

Currently active official task list items:
2B   j #x2 create program to generate book of records (#21a)
3R W c #x3 implement Ghu (#54)

General items on internal list:
2B T j #x7 max occupants for region
2B   ? #x9 Publish first Rant, and populate newstands
3B T c #x14 describe graphics chars in online document
3R   r #x15 Check prices in all vendos
3B   r #x18 make clone recurse
3R   r #x19 spray cans run out (host destroys) after n uses
4+   ? #x22 camera object
4R   a #x23 customizer: 4-5 selections of heads -- host chooses vector to send
4+   j #x24 change host flag for ghost (Y hi-bit) so avatars' XY pos are kept
4+   r #x25 Give objects the power to PROMPT user ('What is the secret word?')
4+   r a #x26 magic GO
4R   r c g #x27 book binder machine
4R   r c g #x28 xerox machine
4+   r #x29 make host send avatars word balloon color in customizer byte
?R   ? #x30 Batch process: Close all unlocked doors
?B   ? #x31 Batch process: Remove curses, immunities
?+ I ? #x32 Turn to fly on teleport
?+ I ? #x33 teleport to Auditorium, and you arrive as a ghost (for meetings)
?+ I ? #x34 traps that spring monsters
?+ I ? #x35 wands that identify everyone in the room

playtest 4.7 problems 4/16:
2A   r #x39 Get pointed info BEFORE throttle wait
4+   c #x40 You can enter a region thru a closed door
4B   r #x43 Screen Flash

playtest 4.7/4.8 problems 4/20:
2B   r #x46 what if an avatar dies while waiting for a reply?
2B   r #x47 Capture The Flag Entry: Frame-Rate sucks & needs T intersect
3-   r #x50 Teleport Put chore CBB
4+   r #x52 Make clicking cursor also face front & back.
4+   r #x53 Map shift-0 into ')' for touch typists

ARF bugs to 4/23
4+   r #101 Better SFX timing (lowest prio, not likely to happen)
3B   r #104 If you swap disks early on return to PC, recover.
1B T r #105 Better error recovery for disk routines.
3B T r #106 bottom of screen interrupt tears after text mode.
1R   j #108 Charlie almost 'timed-out' while in text mode (HOST) (turn off the

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        'inactivity timer')
1A T r #113 C64 protocol dropping packets on rare occasion
2A W j c #115 make ESP send fail message, echo talk in response


ARF bugs to 4/27: (version 4.9)
?+ I a c r #118 Immobile magic that would require key to operate
2B   r #122 for 'DO's that include GO (door/vendo/hole) face_cursor on arrival


ARF bugs 4/28:
3- I r #129 book interface:BACK beep on page 0, Limit cursor to bottom line?


ARF bugs 4/29:
2B ? r #163 Cathy and bahia had problems opening a box in Machutas[await tape]
1A T r j #165 Flashing go trying to enter Bobs Bank (aric & janet)
2A ? r j #167 Janet had problems picking up martini glass after purchasing.
2B   r #172 paper REPLY: put cursor on 2nd line


ARF bugs 5/4:
2A W r #173 Janet got meltdown just after sending ESP [investigating]
1A   r #176 Keyboard output tied to frame rate
2B   r a #177 Install remaining Capture-The-Flag fields (if the game works)
2A W a #184 There are only 3 boardgame regions of each type.
2B   a #185 Need better walkto for Crat-n-a-box (Not obscuring Crat)
3R   a c #186 Wand of teleport does not work on heads
3R   a c #187 Wand of style change does not work on others.
3B   a #188 Can not get help on hand held object, if style=spider.


2A   c #?? ESP fails when pointing at teleport booth
2A W r a #?? flashlights are acting weird
1A W all #?? probe memory/telecomm problems with diagnostic tools
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