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Habitat Task List — January 19, 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 | pending | p | ar | .5 dy | 1/16 | ?? |
| 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 | car | 1 dy | 1/16 | ?? |
| 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 | r | .5 dy | 1/16 | ?? |
| 20 | Install region rally | 2 | pending | w | a rc | 1 dy | 1/15 | 1/16 |
| 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 | 12/19 | 1/16 |
| 87 | Modifications to paper on host for new mail | 2 | coded | h | cr | 2 dy | 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 | 12/19 | 1/23 |
| 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 | ?? |

Current bugs

| Bug | Prio | Status | Eff | Who | Updated | In rev |
|--|------|---------|-----|------|---------|--------|
| missing heads inside vendos in head shop | 1 | ?? | hp | a | 1/14 | ?? |
| change sign in theater from "SIGS" to "meetings" | — | fixed | w | a | 1/16 | 3.4 |
| PUT head on should set state correctly | 1 | testing | hp | ca | 1/15 | ?? |
| Genesis input should include teleport addresses | 1 | ?? | u | ca | 1/14 | ?? |
| Avatar GET should call head get when pointing at face | — | fixed | i | ac | 1/16 | 3.4 |
| walking Avatars in chairs | 1 | testing | p | r | 1/14 | ?? |
| color RAM glitch in flags | — | fixed | i | a | 1/16 | 3.4 |
| cursor lockup bug from CES | 1 | ?? | p | r | 1/14 | ?? |
| meltdown on get from pocket | 1 | ?? | p | r | 1/14 | ?? |
| GO to bottom of screen doesn't register on one scan line | 1 | ?? | p | r | 1/14 | ?? |
| 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 | ?? | w | a | 1/14 | ?? |
| Hamlet's Place offends some people | — | fixed | w | a cr | 1/15 | 3.4 |
| bookcase legs in library flash after reading book | 1 | ?? | p | ra | 1/14 | ?? |
| 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 | 2 | ?? | p | a | 1/14 | ?? |
| when walking downward Avatar faces sideways for 1 frame | 3 | ?? | p | ar | 1/14 | ?? |
| ATM quips are inconsistent | 4 | ?? | i | ac | 1/14 | ?? |
| walk off edge of screen in construction zone | — | fixed | h | ca | 1/16 | 3.4 |
| flashlights are messed up | 1 | looking | hi | ca | 1/16 | ?? |

Beta-test Prerequisite Design & Documentation 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 | ?? |
| 5 | Finish players' manual (add illustrations) | 1 | 95% | d | c ga | ?? | 12/19 | 1/21 |
| 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 | ra | ?? | 1/14 | ?? |
| 106 | Pawn machine PUT should tell value of item | 2 | pending | i | acr | ?? | 1/14 | ?? |
| 107 | Review and adjust graphics offsets for doors etc. | 2 | pending | iw | a | ?? | 1/14 | ?? |
| 108 | Lock ghost/unghost key | 2 | pending | p | ra | ?? | 1/14 | ?? |
| 109 | Synchronize Avatar appearance in region among players | 2 | pending | pih | rca | ?? | 1/14 | ?? |
| 116 | Add plaque object for ticket window, Hall of Records | 2 | pending | hi | ac | ?? | 1/14 | ?? |
| 29 | Generate, upload and install Capture-The-Flag regions | 2 | design | w | r | 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 | a rc | 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 | 2 hr | 12/9 | 1/5 |
| 59 | Setup theaters | 4 | pending | w | a r | 2 hr | 12/9 | 1/5 |

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 | ?? | 1/14 | ?? |
| 117 | Add textual error messages | 3 | pending | h | ca | ?? | 1/14 | ?? |
| 118 | Write help messages for magic items | 3 | pending | h | ca | ?? | 1/14 | ?? |
| 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 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 |
|-----|---|------|---------|-----|-----|-------|-------|--------|
| 36 | Make vendo HELP describe item on display | 2 | pending | h | c | .5 dy | 11/3 | |
| 111 | Change paper state if written on | 4 | pending | hi | ca | ?? | 1/14 | ?? |
| 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 | ?? | 1/14 | ?? |
| 114 | Make GO from chair work without pointing to chair | 4 | pending | pi | ar | ?? | 1/14 | ?? |
| 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 | .5 dy | 11/3 | |
| 92 | Turn off video during region disk load | 4 | pending | p | r | ?? | 11/19 | |
| 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 | |
| 73 | Add vendos outside of downtown | 3 | pending | w | ac | 2 hr | 11/4 | 11/17 |
| 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.