

Schedule items as of 8/5/86

1. Generate the world -- 0 (ongoing (all))
7. Q-3 upgrade -- 1 (nil (r))
9. Version update -- 1 (c=3 a=0 r=1/2 j=3)
13. Oracle -- 2 (c=0 a=0 r=0 j=3\*)
14. New user signup -- 1 (c=0 a=0 r=1 j=1)
15. Chairs -- 1 (c=0 a=1 r=0 j=0)
16. More heads -- 1 (ongoing (a))
17. Collision detect/adjacency check in host -- 1 (nil (c))
18. Bandwidth reduction -- 1 (nil (rj))
19. Avatar death -- 2 (c=1 a=0 r=0 j=0)
21. God -- 2 (c=1 a=1/2 r=0 j=1)
22. Orientation in change region -- 2 (c=1/2 a=0 r=0 j=1/2)
24. Region entry and exit daemons -- 2 (c=1/2 a=0 r=0 j=1)
25. Capacity handling -- 2 (c=2 a=0 r=0 j=3)
26. Hall of records -- 3 (c=1 a=0 r=0 j=1)
27. Region transition -- 1 (c=0 a=1/2 r=1/2 j=0)
31. Shouting -- 3 (c=1/2 a=0 r=0 j=1/2)
32. Region specific object sets -- 4 (c=0 a=0 r=1/2 j=1)
33. Music -- 3 (c=0 a=0 r=1 j=0)
34. Grenade timer -- 4 (c=1/2 a=0 r=0 j=1/2)
35. Operations procedures -- background (ongoing (cj))
36. Final manual -- background (ongoing (c))