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## Habitat Task List — November 4, 1986

#	Task	Priority	Status	Effects	Who	Due	Updated
0	1200 baud communications fix	1	testing	p	r cj	now	11/4
1	Add BOING! sound effect for capacity overflow	1	pending	ph	cr	beta	11/3
2	Choose set of records for Hall Of Records	1	half	d	cra	beta	11/3
3	Create user map of downtown	1	done	d	cr	beta	11/4
4	Draft Geographic Master Plan	1	design	d	c ra	beta	11/4
5	Finish players' manual (add illustrations)	1	90%	d	c g	beta	11/3
6	Implement host memory capacity monitor phase II	1	active	h	j c	beta	11/3
7	Make sure we can rebind and reboot regionproc	1	pending	h	jc	beta	11/3
8	Upload and install new downtown	1	ready	w	r c	beta	11/3
9	Test avatar point-to-point talk echo	1	ready	h	r	now	11/3
10	Test glue object	1	ready	h	r	now	11/3
11	Change magic protocol to send object pointed noid	2	pending	ih	rc	beta	11/3
12	Cleanup existing world database	2	started	w	ar	beta	11/4
13	Define initial magical powers	2	design	d	car	beta	11/3
14	Draft economic policy	2	pending	d	c ra	beta	11/3
15	Implement Oracle logging and response capability	2	unknown	h	j	beta	11/3
16	Implement bank account deduction utility for Rant ads	2	pending	u	j	beta	11/3
17	Implement home vendo	2	started	i	ga	beta	11/4
18	Implement text to paper/book conversion utility	2	pending	u	j	beta	11/3
19	Install D'nalsi Island adventure	2	ready	w	r	beta	11/3
20	Install region rally	2	ready	w	rc	beta	11/3
21	Install software to keep records for Hall Of Records	2	pending	h	jc	beta	11/3
22	Make compass work on host	2	pending	h	c	beta	11/3
23	Make teleport HELP give teleport address	2	pending	h	cj	beta	11/3
24	Reset database for beta release	2	pending	w	cr	beta	11/3
25	Test pawnshop-machine object	2	ready	h	r	beta	11/3
26	Test switch (stationary magic) object	2	ready	h	rc	beta	11/3
27	Upload and install Forest Road	2	ready	w	a rc	beta	11/3
28	Determine powers and privileges of Adventure Masters	2	pending	d	rca	during	11/3
29	Generate, upload and install Capture-The-Flag regions	2	design	w	r	during	11/3
30	Implement bureaucrat-in-a-box	2	pending	ih	cr	during	11/3
31	Implement die object	2	50%	ih	rc	during	11/3
32	Implement elevator object	2	50%	ih	crg	during	11/3
33	Implement game piece object	2	50%	ih	rc	during	11/3
34	Talk to Tom Canaday about operations and Weekly Rant	2	pending	d	cr	now	11/3
35	Test light handling with containers and region changes	2	ready	h	r	now	11/3
36	Make vendo HELP describe item on display	2	pending	h	c	opt	11/3
37	Draft Rant advertisement policy and procedure	3	pending	d	c	beta	11/3
38	Implement Rant distribution mechanism	3	pending	h	jc	beta	11/3
39	Implement initial magical powers	3	pending	h	car	beta	11/3
40	Make host send motd on bootup	3	pending	h	cj	beta	11/3
41	Create general purpose database filter	3	pending	u	jc	during	11/3
42	Draft final specification for Ghu	3	50%	d	c	during	11/3
43	Implement Capture-The-Flag entry and exit daemons	3	pending	h	cr	during	11/3
44	Implement database fragment copy function	3	pending	u	j	during	11/3
45	Implement game show	3	pending	wh	ra	during	11/3
46	Install Cooties game	3	design	wh	cra	during	11/3
47	Install Quest For Tome Of Wealth And Fame	3	design	wh	r c	during	11/3
48	Write Guidebook To The Oracle	3	pending	d	c	during	11/3
49	Design Machiavelli	3	50%	d	c	pub	11/3
50	Design and implement stock market game	3	50%	dwh	r	pub	11/3

51	Design quest for product launch	3	pending	dw	rca n	pub	11/3
52	Draft Adventure Masters' manual	3	pending	d	cr	pub	11/3
53	Generate first 20K turves and related infrastructure	3	pending	w	acr	pub	11/3
54	Implement Ghu	3	pending	u	j c	pub	11/3
55	Implement apartment generator	3	pending	u	c	pub	11/3
56	Implement teleport entry database utility	4	pending	u	j	during	11/3
57	Install board games	4	design	w	ra c	during	11/3
58	Setup talk show	4	pending	w	ra	during	11/3
59	Setup theaters	4	pending	w	ra	during	11/3
60	Change changomatic to alter houses outside turf	4	pending	h	c	opt	11/3
61	Make magic HELP give little rhyme about magic item	4	pending	h	c	opt	11/3
62	Add connecting region number to sky, door and building	4	pending	h	c	pub	11/3
63	Implement Adventure Master support software	4	pending	h	j c	pub	11/3
64	Start Machiavelli	4	pending	w	cra	pub	11/3
65	Design Auto-Oracle	5	pending	hu	c	not	11/3
66	Implement stochastic region generator	5	pending	u	c	not	11/3
67	Implement turn avatar to ghost on logout	2	pending	h	j	beta	11/4
68	Make ghost appear only if ghosts online	2	pending	h	j	beta	11/4
69	Exclude non-beta-testers from system	2	pending	h	j	beta	11/4
70	Define garbage collector	3	pending	dh	cj	during	11/4
71	Design batch transactions	3	pending	dh	cj	during	11/4
72	Create avatars with token in pocket	3	pending	h	j	beta	11/4
73	Add vendos outside of downtown	3	pending	w	ac	beta	11/4
74	Implement countertop transactions	3	pending	h	c j	during	11/4

**Key**

# — Task number — an arbitrary number assigned for tracking purposes.

*Task* — a short description of the task.

*Priority* — 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.

*Effects* — 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.

*Due* — where in the product cycle completion of this task is due: beta=beta release time, during=during beta test period, pub=public release time, opt=optional task, now=task should be performed immediately, not=task is not important to overall schedule.

*Updated* — date that this task's entry in this list was last updated.