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# Habitat Task List — December 19, 1986

## Beta-test Prerequisite Implementation Tasks

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
0	1200 baud communications fix	1	done	p	r cj	—	11/12	—
1	Add BOING! sound effect for capacity overflow	1	done	ph	cr	—	11/24	—
6	Implement host memory capacity monitor phase II	1	done	h	j c	—	12/12	—
7	Make sure we can rebind and reboot regionproc	1	done	h	jc	—	11/11	—
8	Upload and install new downtown	1	done	w	ra	—	11/17	—
8a	Upload and install new new downtown	1	done	w	a	—	12/19	—
8b	Upload and install new residential streets	1	tom wait	w	a	2 dy	12/19	1/16
9	Test avatar point-to-point talk echo	1	done	h	r	—	11/12	—
10	Test glue object	1	done	h	r	—	11/19	—
18	Implement text to paper/book conversion utility	1	done	u	j	—	11/19	—
41	Create general purpose database filter	1	done	u	jc	—	11/19	—
79	Make <i>Genesis</i> handle containers correctly	1	done	u	j	—	11/17	—
98	Region NUKE utility	1	90%	u	j	.5 dy	12/12	12/12
11	Change magic protocol to send object pointed noid	2	done	ih	rc	—	11/19	—
12	Cleanup existing world database	2	95%	w	ar	—	11/13	ongoing
15	Implement Oracle logging and response capability	2	done	h	j	—	12/15	—
16	Implement bank acc. deduction util. for Rant ads	2	pending	u	j	1 dy	12/2	12/5
17	Implement home vendo	2	done	i	ga	—	11/5	—
19	Install D'nalsi Island adventure	2	pending	w	ar	1 dy	12/19	1/20
20	Install region rally	2	pending	w	a rc	1 dy	12/19	1/21
21	Install software to keep records for Hall Of Records	2	pending	h	jc	3 dy	12/2	12/12
22	Make compass work on host	2	done	h	c r	—	11/19	—
23	Make teleport HELP give teleport address	2	done	h	cj	—	12/3	—

24	Reset database for beta release	2	pending	w	cr	.5 hr	12/2	beta
25	Test pawnshop-machine object	2	done	h	r	—	11/13	—
26	Test switch (stationary magic) object	2	done	h	r c	—	11/18	—
27	Upload and install Forest Road	2	done	w	a rc	—	11/24	—
67	Implement turn avatar to ghost on logout	2	done	h	j	—	11/11	—
68	Make ghost appear only if ghosts online	2	done	h	j	—	11/11	—
69	Exclude non-beta-testers from system	2	done	h	j	—	11/11	—
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	pending	h	cr	2 dy	12/19	1/16
88	New paper artwork and animation	2	pending	i	ag	2 hr	12/19	1/13
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
39	Implement initial magical powers	3	done	h	cr	—	11/19	—
40	Make host send motd on bootup	3	done	h	cj	—	12/15	—
72	Create avatars with token in pocket	3	pending	h	j	.5 dy	12/2	12/3
81	Invisible avatars for Oracle login	3	done	hip	aj	—	12/3	—
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/??
97	Define and test avatar death	3	done	hd	cr	—	12/12	—
91	Turn on bandwidth reduction	4	pending	hp	j	.5 dy	12/2	??
94	Install Mike's new NMI routines	4	done	p	r	—	12/2	—

### Current bugs

Bug	Prio	Status	Eff	Who	Updated	In rev
1200 baud protocol problems	1	fixed	p	r	11/17	3.0
double token value on ATM get	2	fixed	i	r	11/17	3.0
mysterious hang during talk/get collision	1	fixed	p	r	11/17	3.0

chairs in background	1	fixed	w	a	11/17	3.0
"I'm alive" failure failure	1	fixed	h	j	12/2	3.1
light handling with region changes wrong	2	fixed	h	r c	11/19	3.0
bank switch glitch	1	fixed	p	r	11/24	3.0
host/c64 memory capacity discrepancy	1	fixed	h	r	12/17	3.2
host narcolepsy on logon	1	fixed	p	r	12/9	3.1
empty vendo infinite loop	1	1/2 fixed	h	cr	12/9	??
throw object duplication	2	looking	p	a	12/12	??
ATM large denomination crash	1	fixed	p	r	12/12	3.2
ATM denomination flakiness	2	fixed	p	r	12/12	3.2
talk to disembodied head crash	1	fixed	h	cr	12/12	3.2
loose your head on death	3	fixed	h	c	12/12	3.2
knife works at range	2	fixed	hi	r	12/12	3.3
black doors	3	fixed	w	a	12/12	3.2
mysterious meltdowns during playtest	1	fixed	h	jr	12/12	3.3
mem fault during playtest	1	fixed	p	r	12/12	3.2
Cathy's complicated meltdown	1	fixed	p	r	12/19	3.3

### Beta-test Prerequisite Design & Documentation Tasks

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
2	Choose set of records for Hall Of Records	1	done	d	c ra	—	11/12	—
3	Create user map of downtown	1	QL input	d	c g	1 dy	12/19	??
4	Draft Geographic Master Plan	1	done	d	c ra	—	12/8	—
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
75	Specify Oracle functions on host	1	done	d	c	—	11/11	—
13	Define initial magical powers	2	done	d	car	—	11/11	—

14	Draft economic policy	2	done	d	c ra	—	12/1	—
34	Talk to Tom Canaday about operations and Weekly Rant	2	pending	d	cr	at CES	12/19	1/9
78	Complete specification of adventures and activities	2	done	d	c	—	12/16	—
37	Draft Rant advertisement policy and procedure	3	done	d	c	—	12/2	—
95	Specify fix for “drop behind object” problem	3	done	d	cra	—	12/5	—

### Implementation Tasks To Be Completed During Beta-Test

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
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
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	
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.