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Habitat Task List — April 9, 1987

Beta-test Prequisite Implementation Tasks

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
119	Regionproc process error recovery	1	tune	h	j	_	4/8	ongoing
12	Cleanup existing world database	2	96%	W	ar	_	11/13	ongoing
24	Reset database for beta release	2	pending	w	cr	.5 hr	12/2	β
91	Turn on bandwidth reduction	4	works	hp	j	_	3/13	β

Current bugs

Prio Status Eff Who Updated In rev

Beta-test Prequisite Design & Documentation Tasks

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
5	Finish players' manual (add illustrations)	1	95%	d	c ga	??	2/2	??
5a	Revise manual text for release	1	ver 4.3	d	c	_	3/13	ongoing

Implementation Tasks To Be Completed During Beta-Test

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
77	Make book HELP give title	2	pending	h	сj	1 dy	2/19	**
45	Implement game show	3	designed	wh	a r	1 dy	2/19	**
29	Generate, upload and install Capture-The-Flag regions	4	50%	w	ra	3 dy	3/2	**
43	Implement Capture-The-Flag entry and exit daemons	4	pretest	h	a rc	1 dy	3/13	**
47	Install Quest For Tome Of Wealth And Fame	4	design	wh	r c	.5 dy	2/19	**
44	Implement database fragment copy function	2	pending	u	j	2 dy	2/19	??
56	Implement teleport entry database utility	2	pending	u	j	1 dy	2/19	??
19a	Run D'nalsi Island adventure	2	ready	w	r	??	2/2	β
20a	Run Region Rally	2	ready	w	r	??	2/2	β
21a	Create program to generate Book Of Records	2	pending	h	jc	??	3/13	??

58a	Run talk show	3	ready	W	a r	??	3/13	β
59a	Run theaters	3	ready	w	a r	??	3/13	β
120	Tune communications throttle	2	95%	р	r	_	3/2	ongoing

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	β -input	d	rca	2 dy	3/13	β	
48	Write Guidebook To The Oracle	3	β -input	d	с	3 dy	3/13	β	

Public Release Prequisite Implementation Tasks

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
50	Design and implement stock market game	3	50%	dwh	r	2 dy	1/29	**
53	Generate first 20K turves and related infrastructure	3	pending	w	acr	5 dy	3/17	3/27
54	Implement Ghu	3	20%	u	jс	5 dy	4/7	??
55	Implement apartment generator	3	use	u	c	3 dy	3/17	3/27
63	Implement Adventure Master support software	4	pending	h	jс	??	1/29	??
64	Start Machiavelli	4	pending	w	cra	??	3/17	4/3

Public Release Prequisite Design & Documentation Tasks

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
49	Design Machiavelli	3	50%	d	С	2 dy	1/29	**
51	Design quest for product launch	3	pending	dw	rca n	??	1/29	4/3
52	Draft Adventure Masters' manual	3	pending	d	cr	5 dy	1/29	3/27
85	Re-evaluate online text based on beta feedback	3	β -input	hd	c	??	4/8	β

Optional Tasks

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
125	Make file upload to host automatic	2	pending	u	rc	??	3/13	??
3	Create user map of downtown	1	QL input	d	c g	1 dy	12/19	??
36	Make vendo HELP describe item on display	2	testing	h	c	.5 dy	3/26	??

60	Change changomatic to alter houses outside turf	4	test	h	c	1 hr	2/11	??
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	??

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 mmediately vital, 2 essential but not immediately so, 3 mmportant, 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.