Task summary for Wednesday, April 22

Format: Left-hand column is priority/release requirement ('A' = alpha, 'B' =
beta, 'R' = release, '-' = usable as done, '+' = strictly wishlist item).
Next column to the right is status: 'T' = testing, 'W' = working on it, ' ' =
pending, 'I' = just an idea right now. Next comes the initials of the people
responsible for the item, then the item itself.

Currently active official task list items:
2A   j c make book help give title (#77)
2B   j create program to generate book of records (#21a)
3R W c implement Ghu (#54)

General items on internal list:
1A T c flipped doors put you in wrong spot on region entry (off by 8 to right)
2B   c Mailbox and Dropbox help are not appropriate
2A   j checkpoint avatar/contents on turn to ghost (head & hand)
2B   j max occupants for region
2B T r multi-object FIDDLE
2B   ? Publish first Rant, and populate newstands
2A T c Supply Pawn Machine Values
2B   c make book, key, etc. work with vendo HELP
2B T r Generate online map of populopolis and put at Ymporium
2B T a weapons free zone in the city limits
3R   c describe graphics chars in manual
3R   r Check prices in all vendos
3- T r add more fortunes to fortune machine
3R   r c ghost/avatar only door restrictions
3B   r make clone recurse
3R   r spray cans run out (host destroys) after n uses
3R T c add chores for vendo SELECT, magic
3B T c check customizer text
4+   ? camera object
4R   a customizer: 4-5 selections of heads -- host chooses vector to send
4+   j change host flag for ghost (Y hi-bit) so avatars' XY pos are maintained
4+   r Give objects the power to PROMPT the user ('What is the secret word?')
4+   r a magic GO
4R   r c g book binder machine
4R   r c g xerox machine
4+   r make host send avatars word balloon color in customizer byte
?R   ? Batch process: Close all unlocked doors
?B   ? Batch process: Remove curses, immunities
?+ I ? Turn to fly on teleport
?+ I ? teleport to Auditorium, and you arrive as a ghost. good for meetings
?+ I ? traps that spring monsters
?+ I ? wands that identify everyone in the room

Playtest 4.7 problems 4/15:
1A T r Janet got hung
1A   r j c People having problems with login
?B   j r Check mailer with full sheet

playtest 4.7 problems 4/16:

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3R    r Get pointed info BEFORE throttle wait
4+    ? You can enter a region thru a closed door
4+    c j Doors should know which region you came from
4R T r Game pieces make noise when set down
??    ? Screen Flash (what is this ?)


playtest 4.7 problems 4/19:
2B    c r couldn't put down wand after auto-teleport
3B T a c check widths on plants and trees


playtest 4.7/4.8 problems 4/20:
2B    r what if an avatar dies while waiting for a reply?
2B    r Capture The Flag Entry: Frame-Rate sucks & needs T intersect
3B T r paper state did not change when erased (was originally blank)
3-    a in turfs, user can walk over chest legs
3-    r Teleport Put chore CBB
3R W r Book interface: put cursor at bottom. Better cursor graphic
4+    r Make clicking cursor also face front & back.
4+    r Map shift-0 into ')' for touch typists


playtest 4.7/4.8 problems 4/21:
2B W a bad address fields in some teleports
3A T a flashing newsstand legs in front of Ymporium
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