

## The avatar

- Missing some asynchronous behaviors.
- Need to integrate choreography with actions.
- Need to merge front/back view stuff with running system.

## Inert and scenic objects (trees, the ground, etc.)

- Basically works.
- Wall vs. sky should handle change region appropriately.

## Doors

- Not tested, but should work.
- Need to integrate with 'change-region'.

## Carryable objects (get/put/throw)

- 'Get' works.
- 'Put' works.
- 'Throw' awaits independent object motion.

## Containers

- Keys and locks work.
- 'Close' and 'pick-up' work.
- 'Pick-from' and 'put-into' work.
- 'Display-contents' works.
- 'Open' is broken at host end. C64 end is therefor untested.

## Weapons

- C64 end works.
- Host end needs 'destroy-object'.
- Gun could use some sound effects right now.

## Teleport devices

- Untested, awaiting 'change-region', money.
- Need interim 'teleport-number-lookup' in host.

## Magical objects

- Seems to work.
- Need to define some magical functions in host.

## Money

- 'Select-denomination' works.
- Need 'create-object' in host.
- Need to redefine messages to pass noids of created tokens.

## Clothing

- 'Wear' coded but not tested.
- 'Remove' needs to be a special case of 'avatar\_do'.
- Need some clothing objects in test region (need images for them??).

## Riddle

- Janet needs test data from us.
- Need to document new riddle, make minor changes.
- Need to have genesis working at host.
- Need to generate beta universe regions.

## Misc

- 'Change-region' is still a mess in host.
- Night/day graphics?
- Need at least one sensor function in host.
- Stereo 'load'/'unload'?
- Garbage can needs final checkout, should work though.

Building graphics need to be defined.

Need 'kill-avatar'/'reincarnate'.

Need to add width to host database, adjacency checks in host and C64.

Oracle?

Aquarium, bottle, compass, fake gun, flag all need testing.