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Habitat Task List — February 11, 1987

Beta-test Prerequisite Implementation Tasks

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
115	Add mechanism to keep library books in library	1	work	h	jcar	1 dy	2/6	2/11
12	Cleanup existing world database	2	95%	w	ar	—	11/13	ongoing
21	Install software to keep records for Hall Of Records	2	pending	h	jc	3 dy	2/2	2/12
24	Reset database for beta release	2	pending	w	cr	.5 hr	12/2	beta
91	Turn on bandwidth reduction	4	pending	hp	j	.5 dy	12/2	??
119	Regionproc process error recovery	1	pending	h	j	3 dy	2/2	2/16

Current bugs

Bug	Prio	Status	Eff	Who	Updated	In rev
throw object duplication	2	on hold	p	a	2/6	??
GET/PUT wars confuse system	1	test	h	cr	2/6	??
communications protocol breakdown	1	test	p	r	2/9	3.8
mail to offline avatars lost	1	looking	h	j	2/9	??

Beta-test Prerequisite 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	95%	d	c	—	11/7	ongoing

Implementation Tasks To Be Completed During Beta-Test

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
105	Let other Avatars see region exit	2	pending	p	r	1 dy	1/29	2/13
108	Lock ghost/unghost key	2	pending	p	r	.5 dy	1/29	2/13
109	Synchronize Avatar appearance in region among players	2	pending	pih	rc	2 dy	1/29	**
19a	Run D'nalsi Island adventure	2	ready	w	r	??	2/2	??
20a	Run Region Rally	2	ready	w	r	??	2/2	??

29	Generate, upload and install Capture-The-Flag regions	2	design	w	ra	3 dy	11/17	2/13
30	Implement bureaucrat-in-a-box	2	test	ih	a rc	1 dy	2/6	**
31	Implement die object	2	test	ih	a rc	2 hr	2/6	**
32	Implement elevator object	2	95%	ih	ag rc	2 hr	2/6	**
33	Implement game piece object	2	test	ih	a rc	2 hr	2/6	**
84	Puddle (post-muddle C64 database tool)	2	pending	u	c	2 dy	1/29	**
43	Implement Capture-The-Flag entry and exit daemons	3	pending	h	a rc	1 dy	1/29	2/13
44	Implement database fragment copy function	3	pending	u	j	2 dy	11/12	??
45	Implement game show	3	pending	wh	a r	1 dy	1/29	2/20
46	Install Cooties game	3	pending	wh	ac r	1 dy	1/29	2/20
47	Install Quest For Tome Of Wealth And Fame	3	design	wh	r c	.5 dy	1/29	2/27
74	Implement countertop transactions	3	pending	h	r cj	1 dy	1/29	2/20
77	Make book HELP give title	3	pending	h	c j	1 dy	1/29	2/13
93	Add widths and activate collision detect	3	pending	wh	cr	1 dy	1/29	2/20
96	Implement weapons-free zones	3	pending	h	a rc	.5 dy	1/29	2/27
56	Implement teleport entry database utility	4	pending	u	j	2 hr	11/12	??
57	Install board games	4	design	w	a rc	.5 dy	1/29	2/27
58	Setup talk show	4	pending	w	a r	.5 dy	1/29	2/27
59	Setup theaters	4	pending	w	a r	.5 dy	1/29	2/27

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	1/29	2/27
42	Draft final specification for Ghu	3	50%	d	c	1 dy	1/29	2/20
48	Write Guidebook To The Oracle	3	pending	d	c	3 dy	1/29	2/27
70	Define garbage collector	3	pending	dh	cj	.5 dy	1/29	2/20
71	Design batch transactions	3	pending	dh	cj	1 dy	1/29	2/27

Public Release Prerequisite Implementation Tasks

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
110	Make region entry smarter (doors, etc.)	3	pending	h	cr	.5 dy	1/29	3/6
117	Add textual error messages	3	pending	h	ca	1 dy	1/29	3/6
118	Write help messages for magic items	3	pending	h	ca	.5 dy	1/29	3/6
50	Design and implement stock market game	3	50%	dwh	r	2 dy	1/29	3/6
53	Generate first 20K turves and related infrastructure	3	pending	w	acr	5 dy	1/29	3/13
54	Implement Ghu	3	pending	u	j c	5 dy	1/29	3/20
55	Implement apartment generator	3	30%	u	c	3 dy	1/29	2/13
62	Add connecting region number to sky, door and building	4	pending	h	c	1 dy	1/29	3/6
63	Implement Adventure Master support software	4	pending	h	j c	??	1/29	3/27
64	Start Machiavelli	4	pending	w	cra	??	1/29	3/20

Public Release Prerequisite Design & Documentation Tasks

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
49	Design Machiavelli	3	50%	d	c	2 dy	1/29	3/13
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	pending	hd	c	??	1/29	4/3

Optional Tasks

#	Task	Prio	Status	Eff	Who	Time	Updat	Target
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	pending	h	c	.5 dy	11/3	??
112	Eliminate vertical walk on walk off side edge	4	pending	pi	arc	??	1/14	??
113	Add repeat-delete, graphics chars to text input handler	4	pending	p	r	.5 dy	1/27	??
114	Make GO from chair work without pointing to chair	4	pending	pi	ar	.5 dy	1/27	??
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	??
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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.

E_{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.