```
          Schedule items as of 7/24/86
 1. Generate the world -- 0 (ongoing (all))
 2. Teleport network -- 1 (c=1/2 a=0 r=1/2 j=1)
 3. Mail system -- 1 (c=1 a=0 r=1 j=2)
 4. Messenger -- 1 (c=1 a=0 r=1 j=3)
 5. Cursor flash -- 1 (c=0 a=0 r=1/4 j=0)
 6. Identify avatar function -- 1 (c=1/2 a=0 r=1/2 j=0)
 7. Q-3 upgrade -- 1 (nil (r))
 8. Sex change device -- 2 (c=1/2 a=0 r=0 j=0)
 9. Version update -- 2 (c=3 a=0 r=1/2 j=3)
10. Sound effects -- 2 (c=0 a=0 r=2 j=0)
11. Twiddle upgrade -- 1 (c=0 a=0 r=0 j=1)
12. Gr_state fix in host -- 2 (c=1 a=0 r=0 j=0)
13. Oracle -- 2 (c=0 a=0 r=0 j=3*)
14. New user signup -- 2 (c=0 a=5 r=1/2 j=1)
15. Chairs -- 2 (c=1 a=1 r=0 j=0)
16. More heads -- 2 (ongoing (a))
17. Collision detect/adjacency check in host -- 2 (nil (c))
18. Bandwidth reduction -- 2 (nil (rj))
19. Avatar death -- 3 (c=1 a=0 r=0 j=0)
20. Hole and shovel objects -- 3 (c=1/4 a=0 r=0 j=0)
21. God -- 3 (c=1 a=1 r=1 j=1)
22. Orientation in change region -- 3 (c=1/2 a=0 r=0 j=1/2)
23. Improved patterns -- 3 (c=0 a=1/2 r=0 j=0)
24. Region entry and exit daemons -- 4 (c=1/2 a=0 r=0 j=1)
25. Capacity handling -- 4 (c=5 a=0 r=5 j=5)
26. Hall of records -- 4 (c=1 a=0 r=0 j=1)
27. Region transition -- 4 (c=0 a=1/2 r=1/2 j=0)
28. Independent object motion -- 4 (c=1/2 a=2 r=0 j=0)
29. Night and day -- 4 (c=1/2 a=0 r=1/2 j=1/2)
30. Stun gun object -- 5 (c=1/2 a=0 r=1/2 j=0)
31. Shouting -- 5 (c=1/4 a=0 r=0 j=1/2)
32. Region specific object sets -- 6 (c=0 a=0 r=2 j=1)
33. Music -- 6 (c=0 a=0 r=1 j=0)
34. Grenade timer -- 6 (c=1/2 a=0 r=0 j=1/2)
35. Operations procedures -- background (ongoing (cj))
36. Final manual -- background (ongoing (c))
```