

From chip Fri Apr 24 17:45:10 1987
Received: by moth; 24 APR 87 17:45:10 PST
From: chip (Chip Morningstar -- "Software Without Moving Parts")
To: aric, chip, farmer, nancy, sda
Subject: Today's summary report
Status: R

Here is the task summary for Friday, April 24.

I have incorporated Randy's summary of the ARF's for the past few days' testing. For the sake of having an unambiguous reference scheme, I have gone and numbered all the outstanding past items with 'x' numbers (#x1 through #x55). Following Randy's convention, the items from the 4/14-4/15 fax memo are numbered #1 through #30, while ARF items will now be numbered consecutively from #100 (top item is currently #116).

This will be a little confusing for a while until we get the summary report format straight between us. Randy: let's discuss this.

Also, to some of the items (notably #12, #113 and #114) I have added parenthetical comments in square brackets [like this]. Y'all should take notice of these, because we need to make some decisions.

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: 'D' = done, '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 tag number, and finally the item itself.

Currently active official task list items:

2A W j c #x1 make book help give title (#77)
2B j #x2 create program to generate book of records (#21a)
3R W c #x3 implement Ghu (#54)

General items on internal list:

1A T c #x4 flipped doors put you in wrong spot on region entry (off by 8)
2B T c #x5 Mailbox and Dropbox help are not appropriate
2A j #x6 checkpoint avatar/contents on turn to ghost (head & hand)
2B j #x7 max occupants for region
2B T r #x8 multi-object FIDDLE
2B ? #x9 Publish first Rant, and populate newstands
2A T c #x10 Supply Pawn Machine Values
2B T c #x11 make book, key, etc. work with vendo HELP
2B T r #x12 Generate online map of populopolis and put at Ymporium
2B T a #x13 weapons free zone in the city limits
3R c #x14 describe graphics chars in manual
3R r #x15 Check prices in all vendos
3- T r #x16 add more fortunes to fortune machine
3R r c #x17 ghost/avatar only door restrictions
3B r #x18 make clone recurse
3R r #x19 spray cans run out (host destroys) after n uses
3R T c #x20 add chores for vendo SELECT, magic
3B T c #x21 check customizer text
4+ ? #x22 camera object
4R a #x23 customizer: 4-5 selections of heads -- host chooses vector to send
4+ j #x24 change host flag for ghost (Y hi-bit) so avatars' XY pos are kept
4+ r #x25 Give objects the power to PROMPT user ('What is the secret word?')
4+ r a #x26 magic GO
4R r c g #x27 book binder machine

4R r c g #x28 xerox machine
4+ r #x29 make host send avatars word balloon color in customizer byte
?R ? #x30 Batch process: Close all unlocked doors
?B ? #x31 Batch process: Remove curses, immunities
?+ I ? #x32 Turn to fly on teleport
?+ I ? #x33 teleport to Auditorium, and you arrive as a ghost (for meetings)
?+ I ? #x34 traps that spring monsters
?+ I ? #x35 wands that identify everyone in the room

Playtest 4.7 problems 4/15:

1A T r #x36 Janet got hung
1A r j c #x37 People having problems with login
?B j r #x38 Check mailer with full sheet

playtest 4.7 problems 4/16:

3R r #x39 Get pointed info BEFORE throttle wait
4+ ? #x40 You can enter a region thru a closed door
4+ c j #x41 Doors should know which region you came from
4R T r #x42 Game pieces make noise when set down
?? ? #x43 Screen Flash (what is this ?)

playtest 4.7 problems 4/19:

2B c r #x44 couldn't put down wand after auto-teleport
3B T a c #x45 check widths on plants and trees

playtest 4.7/4.8 problems 4/20:

2B r #x46 what if an avatar dies while waiting for a reply?
2B r #x47 Capture The Flag Entry: Frame-Rate sucks & needs T intersect
3B T r #x48 paper state did not change when erased (was originally blank)
3- a #x49 in turfs, user can walk over chest legs
3- r #x50 Teleport Put chore CBB
3R W r #x51 Book interface: put cursor at bottom. Better cursor graphic
4+ r #x52 Make clicking cursor also face front & back.
4+ r #x53 Map shift-0 into ')' for touch typists

playtest 4.7/4.8 problems 4/21:

2B W a #x54 bad address fields in some teleports
3A T a #x55 flashing newsstand legs in front of Ymporium

playtest 4/14 & 4/15 problems (from Quantum):

2B a #1 Make sure all multi-page books/plaques are correct (Arcade/Hall-Rec)
[populop map should NOT be on plaque]
2B c #12 Multi-door entry does not place you in front of correct door
[this repeats item #x41 -- we need to decide correct priority]
1B c r j #19 PUT put a game piece in wrong place (review tape: suspect host)
2B r #23 Bahia put head on 'BAR'/backgammon, did not go where specified.
2B a #28 Make reset use Multi-object fiddle.

Evidence of memory damage (source unknown):

1B D r #14 Damaged road graphic. [fixed by item #112 fix]
1B D r #29 Was able to pickup bag while open [fixed by item #112 fix]

ARF bugs to 4/23

1B j #100 Balloons limited to one packet, break up longer (HOST)
4R r #101 Better SFX timing (lowest prio, not likely to happen)
2B g a #102 Need orientation independant compass image
3B r #104 If you swap disks early on return to PC, recover.
3B r #105 Better error recovery for disk routines.
3R r #106 bottom of screen interrupt tears after text mode.
2A r #107 Still able to steal paper from an avatar (HOST)

1R j #108 Charlie almost 'timed-out' while in text mode (HOST) (turn off the
'inactivity timer')
2B r #110 Shift-Restore not working reliably, implement alternate
1B T r #112 Bad request sent to host, class sensor?
2B r #113 C64 protocol not as streamlined as possible [what is this?]
2B a #114 Is RESET games sending unneeded messages? [this repeats item #28]
3B c j #116 Should ESP send fail message?

Evidence of memory damage (source unknown):

1B D r #111 Pocket graphics degenerated...eventually hung [fixed by #112 fix]