**Group 8 - Polish Tasks**

**General**

General non-specific tasks:

* Game Entry Screen
  + The Pan/Zoom into the tree on app launch.
* Income Balancing
* Feedback for the players
  + Income collection animation
* Sound Effects
* Music
* Post-Processing Effects
* Overworld Lighting
* Theme
  + Final Touches on shading the game to get the ‘feel’ right
* Usability Testing
  + Overworld
  + Puzzles
* Game Testing
  + Tutorials
  + Long term study

**Design**

Design Specific tasks:

* **Tutorial**
* Introduction of Mechanics
  + Order of introduction
  + Where is this shown
* Overworld Design
  + Layout
  + Amount of Levels
* Dialogue Text
* *Any Additional Retention techniques (not s.m.a.r.t)*
  + *Daily return rewards*

**Programming**

Programming Specific tasks:

* High Scores
* Dialogue Box
* *Smoothing functionality (not s.m.a.r.t)*
* Bug Fixes
  + There will be a lot.
* **Tutorial**

**Artwork**

Artwork Specific tasks:

* Finish up / Tidy up 3D Models
* Finish up / Tidy up Models Texturing
* Finish up UI Artwork
  + Overworld UI
* Ingredients Artwork
* Additional Artwork needed for Improving feedback