TP game To Do’s

To do right now:

Re-design the draggable activity

* 3 spots to drag to (make physics sensors)
* 3 photos to drag (make snap on sensor detection)

Tabbar on draggable question/activity

Define card game

Profile/Deck page

Card deck menu screen

* Display cards (1 at a time with cards on left and right partially showing)
* Swipe through cards
* Change the type of view (view 1, view all)

Waiting on other to get things done:

Anneke/Blake needs to get me the map - Make array of coordinates for master path through the museum

Ansca to fix masking problems - Correct and simplify masking of cards

To put on the Card:

weight

diet

era

Defense

Total attributes

 weight

 speed

 diet

 biome the dino lived in

 motorization (i.e., how the dino moved (e.g., flying vs. walking vs. swimming)

 era?

 stamina

 aggressiveness?

 Defense