Start Screen – mostly done. Need to make it so buttons don’t “click” when user moves away from them

Settings Screen

* Music on/off – mostly done, slider is there, just needs behavior attached to it
* Volume
* Exit Game
* Documentation/links to website

Main Game Screen elements from Jason

* Piece together the background – mostly done
* Add all button click functionality – mostly done. Settings button needs linked properly
* Add lighting of chain numbers -- done
* Need to fix issue with buttons that start screen has

Pull Cards from Playfield

* Migration – done except for plants during strohmstead

Pull cards from discard pile – done but may have a bug

Background music

Sound effects – sounds in game but need changed and put everywhere needed

Card transitions with Corona Pro

* Flip cards
* Fade in/out
* Zoom
* Transition between scene when switching between players

Card transition to animation for computer playing a card

Special Cards

* Strohmstead card functionality -- done
* Human card functionality – done but needs revised due to Jason’s feedback on a few rules
* Grandpa Strohm

LAN

Scroller for game events (chat log) – mostly done and working. Needs cleaned up.

Scroller for zoom on hand and chains

AI

* Ability to replay hand
* Ability to try to win (analyze current hand)

Clean up touch and click events (make them work intuitively and make sure they work) – mostly done

Ability to view/click through all computer or human player hands

Android/Apple store requirements/signup – Android done. Game needs put up

Special card area on game screen (to store them)

Add tap event to cpu cards so that when they are on discard pile, they can be zoomed – done I think. Needs tested

Extend droppable area on playfield to account for all cards in chain -- done

Implement game rules properly (block ability to keep drawing cards, etc)

Deal with issue of deck running out of cards. (reshuffle deck)

Scoring Apex Predators

Tutorial

Bugfixes:

Cards disappearing after being zoom out from when currently on playfield (fixed

Cards not stacking properly after zoom event ends and card is put back on playfield (fixed)

Odd things happening when many cards are played, discarded, then put back into hand. Testing and debugging needs to be done here to see what the problem is.

Wonky behavior when cards are dragged to edge of screen jumping out of screen.