

FUTURESCAPE PRODUCTIONS
BRIEF TASK LIST

Sample:

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TASK #   ID DATE   FINISHED  TIME    WHO?          LEADER
_6_     _4/21/93  04/22/93  _8_Hrs  Joe Smith____ Kevin_____
                DESCRIPTION   FILE          PREV.
Fix flicker bug in enahancement U.I. screen animation_ UI.C_____ #_2_
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Milestone: Level 2 and digitized sounds for first Level
 Game: Monster Hunter
 Due Date: 04/22/93

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_1_     _4/22/93  __/__/__  _8_Hrs  Ken Hurley____ Ken_____
Put Graphics files into level 2 file_____ lvl2graf.s_ #__

_1a_    _4/22/93  __/__/__  _4_Hrs  Ken Hurley____ Ken_____
Make Monster lists for artists_____ #__

_2_     _4/22/93  __/__/__  _8_Hrs  Ken Hurley____ Ken_____
Enter data for wall sets level 2_____ lvl2map.s_ #__

_3_     _4/22/93  __/__/__  _4_Hrs  Ken Hurley____ Ken_____
Enter AI table for monsters_____ lvl2map.s_ #1,2

_4_     _4/22/93  __/__/__  _8_Hrs  Ken Hurley____ Ken_____
Add new AI routine(s) for level2_____ ai.s_____ #_3_

_5_     _4/22/93  __/__/__  _16_Hrs Ken Hurley____ Ken_____
Add power ups to first level_____ ai.s_____ #__

_6_     _4/22/93  __/__/__  _2_Hrs  Ken Hurley____ Ken_____
Integrate Tom's Joystick routine_____ tad_drv.s_ #__

_7_     _4/22/93  __/__/__  _24_Hrs Tom Debry____  Ken_____
Look over GEMS and get to know it_____ #__

_8_     _4/22/93  __/__/__  _16_Hrs Tom Debry____  Ken_____
Make digitized sounds from CD_____ sound.s_ #_7_

_9_     _4/22/93  __/__/__  _16_Hrs Tom Debry____  Ken_____
Implement and test sounds in gems source_____ sound.s_ #_8_

_10_    _4/22/93  __/__/__  _8_Hrs  Tom Debry____  Ken_____
Locate CD's for sounds_____ #__

_11_    _4/22/93  __/__/__  _16_Hrs Ken Hurley____  Ken_____
AI for guns_____ ai.s_____ #__

_12_    _4/22/93  __/__/__  _4_Hrs  Ken Hurley____  Ken_____
Fade to color palette routine _____ general.s_ #__

_13_    _4/22/93  __/__/__  _4_Hrs  Ken Hurley____  Ken_____
Death sequence/end game_____ mh.s_ #_11
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<u>_14_</u>	<u>_4/22/93</u>	<u>_/_/_</u>	<u>_12_Hrs</u>	Tara Packard	Ken	
Finish T-Rex graphic					trex.anm	#
<u>_15_</u>	<u>_4/22/93</u>	<u>_/_/_</u>	<u>_8_Hrs</u>	Jeff Sturgeon	Ken	
Draw different guns for exposing like power ups					guns.anm	#
<u>_16_</u>	<u>_4/22/93</u>	<u>_/_/_</u>	<u>_8_Hrs</u>	Jeff Sturgeon	Ken	
Finish up mutated-trex scientist guy from hell					mutrex.anm	#
<u>_17_</u>	<u>_4/22/93</u>	<u>_/_/_</u>	<u>_4_Hrs</u>	Jeff Sturgeon	Ken	
Finish hut for mutated-trex man					muthut.anm	#
<u>_18_</u>	<u>_4/22/93</u>	<u>_/_/_</u>	<u>_8_Hrs</u>	Jeff Sturgeon	Ken	
Graphics clean-up						#
<u>_19_</u>	<u>_4/22/93</u>	<u>_/_/_</u>	<u>_8_Hrs</u>	Ken Hurley	Ken	
Integrate digitized sounds from Tom						#_10
<u>_20_</u>	<u>_4/22/93</u>	<u>_/_/_</u>	<u>_12_Hrs</u>	Ken Hurley	Ken	
Bug fixes						#

***** Possible additions if time permits *****

<u>_21_</u>	<u>_4/22/93</u>	<u>_/_/_</u>	<u>_10_Hrs</u>	Ken Hurley	Ken	
Take Kevins scale code and implement in assembly					scale.s	#
<u>_22_</u>	<u>_4/22/93</u>	<u>_/_/_</u>	<u>_16_Hrs</u>	Ken Hurley	Ken	
Implement floor code for Point of View					scale.s	#
<u>_23_</u>	<u>_4/22/93</u>	<u>_/_/_</u>	<u>_16_Hrs</u>	Ken Hurley	Ken	
Spot hits for monsters					ai.s	#
<u>_____</u>	<u>_/_/_</u>	<u>_/_/_</u>	<u>_____Hrs</u>	<u>_____</u>	<u>_____</u>	<u>#</u>
<u>_____</u>	<u>_/_/_</u>	<u>_/_/_</u>	<u>_____Hrs</u>	<u>_____</u>	<u>_____</u>	<u>#</u>
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<u>_____</u>	<u>_/_/_</u>	<u>_/_/_</u>	<u>_____Hrs</u>	<u>_____</u>	<u>_____</u>	<u>#</u>