Final To-Do List

ZOO WORLD

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Project: Zoo World

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Class: Individual Vision
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Final To-Do List

Priorities

1) Level 1
   a) make panda habitat becoming visible more distinguished (maybe using sound) and maybe make something happen if you don’t click it after x amount of seconds
   b) 

2) Level 2
   a) add background music (use same one as level 1) – if have time, look for another one
   b) take out clock ticking
   c) word balloons: distinguish between when you need to click that balloon and when you don’t (for instance, elephant sound for needing to click peanuts and/or when clicked)

3) Level ?????????????

4) Font On Mission Pages To Be More Easily Readable?
   have comic sans font with the colored text still in calvin & hobbes font

5) Ending (need some kind of big reward, explosion when the user finishes the game)
   a) animal party
   b) balloons
   c) animal rampage
   d) etc

6) Production Guide Documentation (If you were to remake it, what specifically would you need to know)
   a) visually: fonts, colors, dimensions
   b) 

7) Gather ALL Documentation
   a) feedback from final user testing
   b) type up all the notes, feedback, etc that is really messy right now
   c) scan sketches of things, paper prototypes
   d) put all documentation into one big professional PDF with multiple pages

8) Packaging (something that may not necessarily be given away but needs some kind of packaging for final piece)
   name, game title, target audience & goal, website addy
   a) put it on cd?
b) cd inlet with game title, etc
   c) or mini game box
   d) or some kind of business card or post card

Title

Description