

Broad Goals for Sept 15 = $\alpha \phi$

All NPC ON MAP	Rick / Raymond
Global teleport	Zack
Weapon in Hand	Item / ART / Bruce
Party follow	Zack
NPC join leave	Zack / Mike
Items Get / Drop / ready	Mike
More Gumps (signs)	Zack / ART / write / ERIC
Usables	ERIC / PAUL
Ship travel	Herman / ART
Some monster move	Paul / ART
Barking	Ken / Zack

PRIORITIES:

USE: ERIC + PAUL + SCOTT + PAUL

CONVERSE: MIKE + RAYMOND

Gumps Zack - Jeff

Work / combat Tony + Paul

Hotspots Herman + Bruce + Art

Goals for Sept 15 - 50

Alan

machine survey
install environment on all machines - Qemm/Dostex
Upgrade machines as necessary Hyperdisk/Peth
Find \$ on ▽ trinit
✓ on BMM 386 Licence
Get 386 SX to Ken
Fix or replace Bruce's 386 (Now Beth's)
Game + Editor on all machines
Follow up on purchases [stopwatch/PHZIP/VTcompress]

Ken

Disk usage estimate in writing
speech trigger
Profile game + recommend opt.
move Data → EMS
Package game shapes
shadow Draw
EMS Bug
Bartering

Zack Follow Join / Leave
✓ for game delay due to spurious pathfinds
mouse - clean / fast / ink
Goto screen w party teleport

Herman Weapon in hand
Ship travel [Barges]

70VY2 Finish worktypes
Combat Prep.

Paul Combat!
Some ~~strange~~ monster move shine/silver snake
use code interfacing functions

Bruce Hithen South!

Tony B - finish Event

Get Back into V7 stream w/ Boot sequence

Jeff D. - et al -

font improvements

Items into footpads [Beds/Libs]

more rats

age stuff [darker/older etc]

Get New Gumps from Dan

Mikeem Item Get/Drop/ready w/ legality

Michael - new dungeon concept test

Phil B - usecode