

## Unfixed Bugs and Proposed Features

### Unfixed Bugs

#### Combat

- During combat with snakes, with the dog and a "girlfriend" a second snake came out after the first. When the girl got to it, the palette went crazy and homeland stopped returning me to the explorer. She may have died or something. Maybe I shot her with an arrow.

Priority

Reported by

Date  
Entered  
4/17/98

2

Kudlo, Mickey

### Conversation

#### Graphics

- Alt tabbing worked until I tried to get back to Homeland. It ended up crashing the program and left
- A network message came up during play and cause a message that said something like failed to clear screen or buffer or something.

Priority

Reported by

Date  
Entered  
4/17/98

2

Kudlo, Mickey

2

Kudlo, Mickey

4/17/98

#### Object Functionality

- Problem when any of the characters are too close to a sign. They take priority and thus make it imposible to select the sign to read it without having to move away.

Priority

Reported by

Date  
Entered  
4/5/98

2

Pendragon,

### Save/Load/Options

#### Sound/Music

- Doors are out of control. Have it softer and different for opening/closing.

Priority

Reported by

Date  
Entered  
4/5/98

2

Pendragon,

### Storyline

#### Visual Interface

- Get rid of cursor afterimages.
- Shift-left-double-click on minimap moves way too fast.
- Stats screen hard to read.

Priority

Reported by

Date  
Entered  
3/25/98

3

Pendragon,

5

Pendragon,

3/25/98

2

DataStorm, Sandor

4/8/98

### Proposed Features

#### Combat

### Conversation

#### Graphics

- Need VTUNE in order to compile for MMX and Pentium II specifically. (\$230)

Priority

Suggested by

Date  
Entered  
4/11/98

2

Morris, Steven J.

#### Object Functionality

Priority

Suggested by

Date  
Entered  
3/25/98

2

Pendragon,

Object Functionality	Priority	Suggested by	Date Entered
hearth... • On pathing, have NPCs pause when walking so that they are easier to click on.	2	Pendragon,	4/5/98

Save/Load/Options	Priority	Suggested by	Date Entered
• Store a Save Game Image	2	Pendragon,	3/25/98
• You might want to put in a quick tour or tutorial.	2	Kudlo, Mickey	4/17/98
• In the beginning, a message telling you what, where, when, you are would be good too. Just suddenly being in a tavern with someone running up to you and you are new and learning the controls, is a bit much to bite off at once.	2	Kudlo, Mickey	4/17/98

#### Sound/Music

#### Storyline

Visual Interface	Priority	Suggested by	Date Entered
• Print message if hit ESC while talking, fighting, etc.	2	Morris, Steven J.	3/25/98
• Character creation - prompt if user doesn't use all bonus points.	3	Pendragon,	3/25/98

#### Fixed Bugs and New Features

Fixed Bugs	Fixed Release	Reported by	Fixed by
• Woman at beginning has pause before talking to you.		Pendragon,	Morris, Steven J.
• Title screen has inverted colors (black/white)		Pendragon,	Morris, Steven J.
• The order with which objects are drawn is still messed up sometimes.	Alpha 83	Morris, Steven J.	Morris, Steven J.
• People are occasionally getting "stuck" in doors when they close them.	Alpha 83	Morris, Steven J.	Morris, Steven J.
• Buttons for Group Interface Need to be drawn.	Alpha 83	Morris, Steven J.	Pendragon,
• Still mouse images left when highlighting in Group Formation option.	Alpha 83	Morris, Steven J.	Morris, Steven J.

Added Features	Initial Release	Suggested by	Implemented by
• Add tables.	Alpha 83	Morris, Steven J.	Morris, Steven J.
• Make a Credits screen.	Alpha 83	<None>	Morris, Steven J.
• If one player turn on light, stop others (who are trying to turn in on) from accidentally turning it off.	Alpha 83	Morris, Steven J.	Morris, Steven J.
• Should limit mouse movement when dragging players in Group Formation.	Alpha 83	Morris, Steven J.	Morris, Steven J.

**Added Features**

- Add the ability to Set the Group Formation by drag-and-drop.

**Initial Release**

Alpha 82

**Suggested by**

Morris, Steven J.  
Pendragon,

**Implemented by**

Morris, Steven J.