

Space Journey X - CRQ List



ID	Cat	Title	Prio	Status	Effort		Scheduled	M	Work Done	Work Total
CR-2179	Artwork	Add progressive Uniform Inspections to Nimhe	Mid	Implemented	Mid	100%	V2.00		0.3	0.3
CR-2200	Artwork	Rerender out of focus Seraphine Inspection backgrounds	Mid	Implemented	Mid	100%	V2.00		0.3	0.3
CR-2186	Bug	Gallery patch code erroneous (indexing)	High	Implemented	Mid	100%	V2.00		0.3	0.3
CR-2198	Bug	Seraphine bad mood trigger should not happen when in Holodeck	Mid	Implemented	Low	100%	V2.00		0.1	0.1
CR-2207	Bug	Location registration Aux / Ylyee	Mid	Implemented	Low	100%	V2.00		0.1	0.1
CR-2209	Bug	Ylyee cutscene / hallway inconsistency	Mid	Implemented	Low	100%	V2.00		0.1	0.1
CR-2210	Bug	Fixed Dome Arcade Access	Mid	Implemented	Low	100%	V2.00		0.1	0.1
CR-2213	Bug	Inconsistent requirements for Khelara Shower / Training Scenes	Mid	Implemented	High	100%	V2.00		0.6	0.6
CR-2202	Bug	Time management 21h hotkey use	Mid	Implemented	Low	100%	V2.00		0.1	0.1
CR-2199	Bug	Cargo drones do not show all cargo	High	Implemented	Mid	100%	V2.00		0.3	0.3
CR-2217	Bug	Rollback reactivate for new games / reload	Mid	Implemented	High	100%	V2.00		0.6	0.6
CR-2218	Bug	Gallery misalignments 167/168, misc	Mid	Implemented	Mid	100%	V2.00		0.3	0.3
CR-2209	Dialogue	Various editorial fixes	Mid	Implemented	Low	100%	V2.00		0.1	0.1
CR-2114	Feature	Add Krell Uniform inspection for Seraphine	Mid	Implemented	High	100%	V2.00		0.6	0.6
CR-2217	Gameplay	Dock Encounter Khelara	Mid	Implemented	High	100%	V2.00		0.6	0.6
CR-2215	Gameplay	T'Ris Plaza Tricks	Mid	Implemented	High	100%	V2.00		0.6	0.6
CR-2208	Gameplay	Expo after entering a new star system for the first time (rules, slaves, ...)	Mid	Implemented	Mid	100%	V2.00		0.3	0.3
CR-2204	QoL	Registration of stat max per version (REGISTRY) & info	Mid	Implemented	Mid	100%	V2.00		0.3	0.3
CR-2164	SW-Design	Combat update: Particle explosions, multiplexed sounds	High	Implemented	High	100%	V2.00		0.6	0.6
CR-2166	SW-Design	Renpy 8.x code migration (file handling, ...)	High	Implemented	High	100%	V2.00		0.6	0.6
CR-2172	SW-Design	GAME registry to separate states from static GAME data	High	Implemented	High	100%	V2.00		0.6	0.6
CR-2173	SW-Design	4 multiplexed channels for sound effects / wrapper for sound calls	High	Implemented	High	100%	V2.00		0.6	0.6
CR-2088	SW-Design	Migration code to Python 3.x - Syntax corrections (dicts, types, LiceComposites, ...)	High	Implemented	High	100%	V2.00		0.6	0.6
CR-2187	SW-Design	Remove V1.50 Legacy Code	High	Implemented	Mid	100%	V2.00		0.3	0.3
CR-2189	SW-Design	Save game hook for vetting / data reconciliation (goal: compatible upgrades)	High	Implemented	Mid	100%	V2.00		0.3	0.3
CR-2190	SW-Design	Smart Init Item (Dynamic)	High	Implemented	Mid	100%	V2.00		0.3	0.3
CR-2195	SW-Design	Split up night_passes module and add safe zone	High	Implemented	Mid	100%	V2.00		0.3	0.3
CR-2194	SW-Design	Smart Init Gallery (Dynamic)	High	Implemented	Mid	100%	V2.00		0.3	0.3
CR-2192	SW-Design	Smart Init Rooms (Dynamic)	High	Implemented	Mid	100%	V2.00		0.3	0.3
CR-2203	SW-Design	Clean up location tags	High	Implemented	Low	100%	V2.00		0.1	0.1

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CR-2210	Sw-Design	Rewrite game patch routines and scrubbers	High	Implemented	Mid	100%	V2.00		0.3	0.3
CR-2193	SW-Design	Smart Init Quests (Dynamic)	High	Implemented	Mid	100%	V2.00		0.3	0.3
CR-2212	SW-Design	Add explosion sounds to effect channel / rewrite call queue	Mid	Implemented	High	100%	V2.00		0.6	0.6
CR-2180	SW-Design	Pet walk system extension	High	Implemented	High	100%	V2.00		0.6	0.6
CR-2211	Sw-Design	Location tag cleanup via REGISTRY	Mid	Implemented	High	100%	V2.00		0.6	0.6
CR-2192	SW-Design	Smart Init Space (Dynamic)	High	Implemented	Mid	100%	V2.00		0.3	0.3
CR-2191	SWDesign	Post Loading Save Game vetting, data refresh and rollback queue cleanup	High	Implemented	Mid	100%	V2.00		0.3	0.3
CR-2222	Bug	DEV / Khelara shower drink crash	High	Implemented	Mid	100%	V2.00_002		0.3	0.3
CR-2223	Bug	DEV / Escape rate rounding formatting	High	Implemented	Mid	100%	V2.00_002		0.3	0.3
CR-2224	Bug	DEV / GUI align vs. anchor behavior change	High	Implemented	Mid	100%	V2.00_002		0.3	0.3
CR-2225	Bug	DEV / Hyperlane Reject (isEndorsed)	High	Implemented	Mid	100%	V2.00_002		0.3	0.3
CR-2226	Bug	Expand location mission allowed flags, patch update, ...	High	Implemented	Mid	100%	V2.00_002		0.3	0.3
CR-2227	Bug	DEV / Bridge favour first dialogue vee "done favour" issue	Mid	Implemented	Mid	100%	V2.00_002		0.3	0.3
CR-2229	Bug	Milking errors (no attribute milkRemaining)	High	Implemented	Low	100%	V2.00_002		0.1	0.1
CR-2230	Bug	Milking errors / actor list	High	Implemented	Low	100%	V2.00_002		0.1	0.1
CR-2231	Bug	yutani analyzer : python 3.x namespace correction for reduce()	Very High	Implemented	Low	100%	V2.00_002		0.1	0.1
CR-2232	Bug	Pony racing not working (python migration)	High	Implemented	Mid	100%	V2.00_002		0.3	0.3
CR-2232	Bug	Seraphine pet walk cutscene	High	Implemented	Mid	100%	V2.00_002		0.3	0.3
CR-2233	Bug	Infiltrator retrieval trigger not migrated	Very High	Implemented	High	100%	V2.00_002		0.6	0.6
CR-2181	Dialogue	Stat dependent dialogue (immersion) - Part T'Ris	Mid	Implemented	Low	100%	V2.00_002		0.1	0.1
CR-2220	Gameplay	New Premium Shell (Fantasy)	High	Implemented	Mid	100%	V2.00_002		0.3	0.3
CR-2098	Gameplay	Implement (bot / loot) balancing proposals	High	Implemented	High	100%	V2.00_002		0.6	0.6
CR-2234	Gameplay	Likes Cube Set	Mid	Implemented	Mid	100%	V2.00_002		0.3	0.3
CR-2235	Gameplay	Voron Torpedo MkII	Mid	Implemented	Low	100%	V2.00_002		0.1	0.1
CR-2219	Location	Zealot Temple	High	Implemented	Mid	100%	V2.00_002		0.3	0.3
CR-2228	SW-Design	Smart Init Botlab (Dynamic)	High	Implemented	Mid	100%	V2.00_002		0.3	0.3
CR-2243	Bug	Progressive uniform crash / same day offer	Very High	Implemented	Low	100%	V2.00_003		0.1	0.1
CR-2237	Bug	Residual debug logging in night_passes	High	Implemented	Mid	100%	V2.00_003		0.3	0.3
CR-2238	Dialogue	Misc dialogue fixes	High	Implemented	Low	100%	V2.00_003		0.1	0.1
CR-2240	Gameplay	Interactive elements Iltari Entertainment District	High	Implemented	Mid	100%	V2.00_003		0.3	0.3
CR-2244	Gameplay	Active Elements: T'Ris nightstand	High	Implemented	Mid	100%	V2.00_003		0.3	0.3
CR-2214	Location	Active Elements: Iltari Station ED (Crates)	Mid	Implemented	High	100%	V2.00_003		0.6	0.6

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CR-2249	Bug	Linkstate errors (migration omission)	Very High	Implemented	Mid	100%	V2.00_004	M	0.3	0.3
CR-2250	Bug	Day 40 T_TRIS_AUTO timer forgotten	Very High	Implemented	High	100%	V2.00_004	D	0.6	0.6
CR-2255	Bug	Verity Poledance gallery unlock inconsistency / mixup (first image)	Mid	Implemented	Mid	100%	V2.00_004	M	0.3	0.3
CR-2257	Bug	Location conditions in Beacons not migrated to registry	Very High	Implemented	High	100%	V2.00_004		0.6	0.6
CR-2183	Dialogue	Stat dependent dialogue (immersion) - Part Khelara	Mid	Implemented	Low	100%	V2.00_004		0.1	0.1
CR-2246	Gameplay	Pirate Cantina shop interface / Shady stock adjust	High	Implemented	Mid	100%	V2.00_004		0.3	0.3
CR-2245	GUI	Subsystem picker and GUI	High	Implemented	High	100%	V2.00_004		0.6	0.6
CR-2241	QoL	Shady Krell shop interface (pet supplement, drugs, ...)	High	Implemented	Mid	100%	V2.00_004		0.3	0.3
CR-2236	QoL	Revise Nimhe shell crafting trigger event to SLU 9 (from 13)	High	Implemented	Mid	100%	V2.00_004		0.3	0.3
CR-2259	Assets	New Krell pet toys	High	Implemented	Mid	100%	V2.00_005		0.3	0.3
CR-2256	Audio	Use game volume settings in sound multiplexer code	High	Implemented	High	100%	V2.00_005		0.6	0.6
CR-2258	Bug	Custom sound multiplexer not respecting pref volume	High	Implemented	Mid	100%	V2.00_005		0.3	0.3
CR-2260	Bug	Vee bridge position inconsistencies	High	Implemented	Mid	100%	V2.00_005		0.3	0.3
CR-2261	Bug	No post combat wrap up after Void fights	High	Implemented	Mid	100%	V2.00_005		0.3	0.3
CR-2263	Bug	Galaxina container replication issue	High	Implemented	Mid	100%	V2.00_005		0.3	0.3
CR-2184	Dialogue	Stat dependent dialogue (immersion) - Part Seraphine	Mid	Implemented	Low	100%	V2.00_005		0.1	0.1
CR-2248	Gameplay	T'Ris pet tricks extended	High	Implemented	High	100%	V2.00_005		0.6	0.6
CR-2252	Gameplay	Nimhe Pony racing Integration (incl. achievement)	High	Open	Mid	50%	V2.00_005		0.15	0.3
CR-2253	Gameplay	Seraphine Pony racing Integration (incl. achievement)	High	Open	Mid	50%	V2.00_005		0.15	0.3
CR-2156	SW-Design	EA1 / Dev tools for racing game (Monte Carlo)	Mid	Open	Low	50%	V2.00_005		0.05	0.1
CR-2182	Dialogue	Stat dependent dialogue (immersion) - Part Nimhe	Mid	New	Low	0%	V2.00_005		0	0.1
CR-2169	Gameplay	Trading System Rework (Trading Computer, Orbital Access, No missions)	Very High	New	High	0%	V2.00_005		0	0.6
CR-2197	QoL	Repair parts directly in storage	High	New	Mid	0%	V2.00_005		0	0.3
CR-2264	Bug	Occasional "ghost missions" that show up in another system	High	Analysis	Mid	0%	V2.00_005		0	0.3
CR-2133	Bug	Inconsistencies with Nimhe's progressive uniforms (walks, lab favour)	Mid	New	Very High	0%	V2.00_006		0	1
							V2.00_006		0	0
							V2.00_006		0	0
							V2.00_006		0	0
							V2.00_006		0	0