

Epik ▾

Insights

▸ Sprint 1 Initial Functions 26 May – 9 Jun (13 issues)

6915Complete sprint⋮

▾ Sprint 2 Organization Testing 9 Jun – 23 Jun (12 issues)

14100Start sprint⋮

<div></div> BB-24 The Material Plugin Manager function. Giving the ability to add custom code to any Babylon.js shader.	3	IN PROGRESS ▾
<div></div> BB-15 Special FX functions library	5	IN PROGRESS ▾
<div></div> BB-14 Different Render configuration	5	TO DO ▾
<div></div> BB-23 Configure inbuilt Creative Commons 0 assets library	1	IN PROGRESS ▾
<div></div> BB-17 Beta and Dev testing of tool integration for models on different platforms (native)	2	TO DO ▾
<div></div> BB-12 Filing System Updates	1	IN PROGRESS ▾
<div></div> BB-27 Feature Request and Bug Report Forms	1	TO DO ▾
<div></div> BB-28 Initial config build file for quick start	1	TO DO ▾
<div></div> BB-29 Recommended extensions file in vs code	1	TO DO ▾
<div></div> BB-30 Launching Instructions and README File for first time users	1	TO DO ▾
<div></div> BB-31 Default Settings file configuration in VSCode	1	TO DO ▾
<div></div> BB-32 Script for generating Changelog	2	TO DO ▾

+ Create issue

▸ Backlog (17 issues)

4900Create sprint