Backlog

| | | Epik ⌄ | | ⬈ Insights |

⌄ **Sprint 1 Initial Functions** 26 May – 9 Jun (13 issues)   6 9 15   **Complete sprint** •••
Get general functionalities and have core working

🔖	BB-7	GUI Editor Framework		3	IN PROGRESS ⌄
🔖	BB-8	Virtual Web Playground Frontend		3	IN PROGRESS ⌄
🔖	~~BB-19~~	Cross-platform native development support + Bug Report Forms		2	DONE ⌄
🔖	BB-13	CPU and GPU optimization functions			IN PROGRESS ⌄
🔖	~~BB-9~~	Functions to create 3D models		4	DONE ⌄
🔖	~~BB-10~~	Animation for 3D objects, pannel + slider		4	DONE ⌄
🔖	BB-11	Switching camera mods		3	TO DO ⌄
🔖	~~BB-16~~	Function to prioritize the glTF file format		1	DONE ⌄
🔖	~~BB-18~~	Exporters and tooling supporting that can run different model formats		1	DONE ⌄
🔖	~~BB-20~~	Curve editor to edit animations again		2	DONE ⌄
🔖	BB-21	Real-time graph function of key performance indicators of scenes	3		IN PROGRESS ⌄
🔖	~~BB-25~~	Material nodes function to generate GLSL shaders		1	DONE ⌄
🔖	BB-22	Webxr advancements function		3	TO DO ⌄

+ Create issue

> **Sprint 2 Organization Testing** 9 Jun – 23 Jun (12 issues)   14 10 0   **Start sprint** •••

> **Backlog** (17 issues)   49 0 0   **Create sprint**

Quickstart ✕