## [ES-16] Pauza a štart Created: 12/Oct/16  Updated: 05/Dec/16  Resolved: 05/Dec/16

| | |
|---|---|
| **Status:** | Done |
| **Project:** | EduSim |
| **Component/s:** | None |
| **Affects Version/s:** | None |
| **Fix Version/s:** | None |

| | | | |
|---|---|---|---|
| **Type:** | Story | **Priority:** | Medium |
| **Reporter:** | Branislav Makan | **Assignee:** | Tomas Liscak |
| **Resolution:** | Done | **Votes:** | 0 |
| **Labels:** | None | | |
| **Remaining Estimate:** | 2 hours | | |
| **Time Spent:** | 1 hour | | |
| **Original Estimate:** | 3 hours | | |

| | |
|---|---|
| **Sprint:** | Sprint IV - Dodge |
| **Story Points:** | 3 |

**Description**

Freeze Update funkcie.
Stopnúť grafový algoritmus.
Zistiť či sú zmeny v obvode.

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# [ES-74] Meracie body v el. obvode Created: 07/Nov/16 Updated: 03/Dec/16 Resolved: 03/Dec/16

| | |
|---|---|
| **Status:** | Done |
| **Project:** | EduSim |
| **Component/s:** | None |
| **Affects Version/s:** | None |
| **Fix Version/s:** | None |

| | | | |
|---|---|---|---|
| **Type:** | Story | **Priority:** | Medium |
| **Reporter:** | Branislav Makan | **Assignee:** | Marek Matula |
| **Resolution:** | Done | **Votes:** | 0 |
| **Labels:** | None | | |
| **Σ Remaining Estimate:** | Not Specified | **Remaining Estimate:** | Not Specified |
| **Σ Time Spent:** | Not Specified | **Time Spent:** | Not Specified |
| **Σ Original Estimate:** | Not Specified | **Original Estimate:** | Not Specified |

| Sub-Tasks: | Key | Summary | Type | Status | Assignee |
|---|---|---|---|---|---|
| | ES-87 | Odber hodnôt zo súčiastky | Sub-task | Done | |
| | ES-88 | Súčiastka ampérmeter | Sub-task | Done | |
| | ES-89 | Súčiastka voltmeter | Sub-task | Done | |

| | |
|---|---|
| **Sprint:** | Sprint IV - Dodge |
| **Story Points:** | 3 |

## Description

Vytvorenie možností odberu hodnôt z ľubovoľných/preddefinovaných bodoch el. obvodu.

- Dva meracie body
- vybrať dvojicu, kde sa to odmeria
- predpripraviť tie body vs dynamický
- merací prístroj, napr. rezistor
- rezistor zmení vlastnosti obvodu alebo nie?
- prúd a napätie na drôte
- prúd sériovo
- napätie paralelne

| **[ES-79] Alpha Testing I** Created: 21/Nov/16  Updated: 05/Dec/16 ||
|---|---|
| **Status:** | To Do |
| **Project:** | EduSim |
| **Component/s:** | None |
| **Affects Version/s:** | None |
| **Fix Version/s:** | None |

| **Type:** | Story | **Priority:** | Medium |
|---|---|---|---|
| **Reporter:** | Branislav Makan | **Assignee:** | Martin Cvicela |
| **Resolution:** | Unresolved | **Votes:** | 0 |
| **Labels:** | None | | |
| **Σ Remaining Estimate:** | 0 minutes | **Remaining Estimate:** | 0 minutes |
| **Σ Time Spent:** | 6 hours | **Time Spent:** | 1 hour |
| **Σ Original Estimate:** | 1 hour | **Original Estimate:** | Not Specified |

| **Sub-Tasks:** | **Key** | **Summary** | **Type** | **Status** | **Assignee** |
|---|---|---|---|---|---|
| | ES-81 | Deselect | Sub-task | Done | Martin Cvicela |
| | ES-82 | Padá simulácia, keď nič nie je zapojené | Sub-task | To Do | Marek Matula |
| | ES-83 | Delete na pripojenú súčiastku dá error | Sub-task | Done | Martin Cvicela |
| | ES-84 | Select súčiastky a čiary naraz | Sub-task | Done | Martin Cvicela |
| | ES-85 | Kreslenie čiar medzi uylom a súčiastkou | Sub-task | Done | Martin Cvicela |
| | ES-86 | Uzol v tollboxe sa dá selektovať | Sub-task | Done | Martin Cvicela |
| | ES-92 | Rezistor a cievka sa nie vzdy draguje... | Sub-task | Done | Martin Cvicela |
| | ES-93 | Simulacia pada pri vymazani a opatovn... | Sub-task | To Do | Tomas Liscak |

| | ES-94 | Connector ako komponent zle rescaluje | Sub-task | Done | Ivan Gulis |
|---|---|---|---|---|---|
| | ES-95 | Niekedy pri dragovani necekuje koliziu | Sub-task | Done | Martin Cvicela |
| | ES-96 | Zly checkollision suciastok | Sub-task | Done | Branislav Makan |
| | ES-97 | Nejde dragovat suciastku alebo node k... | Sub-task | In Progress | Branislav Makan |
| **Sprint:** | Sprint IV - Dodge, Sprint V - Eagle | | | | |
| **Story Points:** | 3 | | | | |

## Description

Otestovanie všetkých implementovaných funkčných požiadaviek. Cieľom je nájsť a opraviť všetky bugy, vrátane 4. šprintu.

## [ES-80] Upgrade Properties Windowu Created: 21/Nov/16 Updated: 01/Dec/16 Resolved: 01/Dec/16

| | |
|---|---|
| **Status:** | Done |
| **Project:** | EduSim |
| **Component/s:** | None |
| **Affects Version/s:** | None |
| **Fix Version/s:** | None |

| | | | |
|---|---|---|---|
| **Type:** | Story | **Priority:** | Medium |
| **Reporter:** | Branislav Makan | **Assignee:** | Branislav Makan |
| **Resolution:** | Done | **Votes:** | 0 |
| **Labels:** | None | | |
| **Σ Remaining Estimate:** | 1 hour, 15 minutes | **Remaining Estimate:** | Not Specified |
| **Σ Time Spent:** | 2 hours, 45 minutes | **Time Spent:** | Not Specified |
| **Σ Original Estimate:** | 3 hours | **Original Estimate:** | Not Specified |

| **Sub-Tasks:** | Key | Summary | Type | Status | Assignee |
|---|---|---|---|---|---|
| | ES-90 | Input validácia | Sub-task | Done | Branislav Makan |
| | ES-91 | Nové grafické prefabs | Sub-task | Done | Branislav Makan |
| **Sprint:** | Sprint IV - Dodge | | | | |
| **Story Points:** | 3 | | | | |

### Description

Validácia inputu, nové grafické UI prvky.

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## [ES-9] Create, Save a Load Created: 12/Oct/16 Updated: 05/Dec/16

| | |
|---|---|
| **Status:** | In Progress |
| **Project:** | EduSim |
| **Component/s:** | None |
| **Affects Version/s:** | None |
| **Fix Version/s:** | None |

| | | | |
|---|---|---|---|
| **Type:** | Story | **Priority:** | Medium |
| **Reporter:** | Branislav Makan | **Assignee:** | Adam Blaško |
| **Resolution:** | Unresolved | **Votes:** | 0 |
| **Labels:** | None | | |
| **Remaining Estimate:** | Not Specified | | |
| **Time Spent:** | Not Specified | | |
| **Original Estimate:** | Not Specified | | |

| | |
|---|---|
| **Sprint:** | Sprint IV - Dodge |
| **Story Points:** | 8 |

**Description**

Definovanie štruktúry projektu a jeho vytvorenie v softvéry. Následne savenutie a loadnutie týchto súborov.
Unity Save.

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