[ES-9] Create, Save a Load - analyza a prototyp Created: 12/Oct/16 Updated: 27/Feb/17 Resolved: 27/Feb/17

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

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

Sprint:	Sprint IV - Dodge, Sprint VI - Ferrari
Story Points:	8
Definition of done:	☐ Implementation ☐ Testing ☐ Documentation ☐ Review ☐ Merge

Description

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

[ES-109] Analyza a navrh exportu z unity Created: 13/Feb/17 Updated: 27/Feb/17 Resolved: 27/Feb/17

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

Type:	Story	**Priority:**	Medium
Reporter:	Martin Cvicela	**Assignee:**	Marek Matula
Resolution:	Done	**Votes:**	0
Labels:	None		
Σ Remaining Estimate:	4 days, 5 hours, 30 minutes	**Remaining Estimate:**	2 days
Σ Time Spent:	2 days, 30 minutes	**Time Spent:**	Not Specified
Σ Original Estimate:	4 days, 7 hours	**Original Estimate:**	2 days

Sub-Tasks:	Key	Summary	Type	Status	Assignee
	ES-129	WebGL analyza	Sub-task	Done	Marek Matula
	ES-130	WebGL build	Sub-task	Done	Marek Matula
	ES-131	Analyza moznosti exportovania Unity p...	Sub-task	Done	Marek Matula
	ES-132	Analyza moznosti exportovania schemy ...	Sub-task	Done	Marek Matula
	ES-133	prototyp exportu do HTML5	Sub-task	Done	Marek Matula

Sprint:	Sprint VI - Ferrari
Story Points:	5
Definition of done:	☐ Implementation ☐ Testing ☐ Documentation ☐

	Review
	☐
	Merge

Description

+ vystup...ktora technologia je vhodna a preco...webGL, HTML5

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[ES-112] **Kontextove menu** Created: 13/Feb/17 Updated: 26/Feb/17 Resolved: 26/Feb/17

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

Type:	Story	**Priority:**	Medium
Reporter:	Martin Cvicela	**Assignee:**	Ivan Gulis
Resolution:	Done	**Votes:**	0
Labels:	None		
Remaining Estimate:	1 hour		
Time Spent:	1 day		
Original Estimate:	1 day, 1 hour		

Sprint:	Sprint VI - Ferrari
Story Points:	5
Definition of done:	☑ ~~Implementation~~ ☑ ~~Testing~~ ☑ ~~Documentation~~ ☑ ~~Review~~ ☑ ~~Merge~~

Description

Right click na suciasku/pozadie.

[ES-113] Copy-paste singleobject Created: 13/Feb/17 Updated: 27/Feb/17 Resolved: 27/Feb/17

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

Type:	Story	**Priority:**	Medium
Reporter:	Martin Cvicela	**Assignee:**	Branislav Makan
Resolution:	Done	**Votes:**	0
Labels:	None		
Remaining Estimate:	0 minutes		
Time Spent:	4 hours, 30 minutes		
Original Estimate:	3 hours		

Sprint:	Sprint VI - Ferrari
Story Points:	5
Definition of done:	☑ ~~Implementation~~ ☑ ~~Testing~~ ☑ ~~Documentation~~ ☐ Review ☐ Merge

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[ES-110] **Skratky - doplnenie** Created: 13/Feb/17 Updated: 27/Feb/17

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

Type:	Story	**Priority:**	Medium
Reporter:	Martin Cvicela	**Assignee:**	Martin Cvicela
Resolution:	Unresolved	**Votes:**	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original Estimate:	Not Specified		

Sprint:	Sprint VI - Ferrari, Sprint VII - GAZ
Story Points:	2
Definition of done:	☐ Implementation ☐ Testing ☐ Documentation ☐ Review ☐ Merge

Description

ctrla+a, ctrl+c a pod.

Comments

Comment by Branislav Makan [26/Feb/17]

Checkujeme "Ci su splnene podmienky pre akcie" namiesto "Aka akcia sa ma vykonat pre danu kombinaciu". Ako nasledok, ked je prava rotacia na Shift + Q a lava na Q, vysledok bude lava rotacia, pretoze lava rotacia sa checkuje skor nez ta prava v kode a je tam if...else a samim tym prava rotacia sa ani necheckne.

V podstate ono si pozrie ci je stlacene Q => ano, je a shift ho uz nezaujima, lebo tam bol splneny if.

Toto moze byt problem ked sa vykonava checkovanie v roznych skriptoch, napr. pohyb je A a rotacia Shift + A. Ono si mozno ocheckuje pohybovaci skript skorej, vykona pohyb a neskor zisti, ze moze aj rotovat a urobi obe komandy. Tiez plati aj naopak, ze si checkne najprv rotaciu a neskor vykona aj pohyb.

Obavam sa teda, ze to chce celkom rework bud manazmentu skratiek alebo toho ako tie skratky volame. Tiez je moznost sa proste vykaslat na dualne skratky. Taky workaround by mohol byt ukladat si v manazeri skratiek vsetky akcie, ktore su splnene a z nich vybrat taku, ktora sedi najlepsie (dvoj-klavesova). Stale ale nesmieme davat if...else v inych skriptoch.

[ES-114] Multiselect Created: 13/Feb/17 Updated: 27/Feb/17

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

Type:	Story	**Priority:**	Medium
Reporter:	Martin Cvicela	**Assignee:**	Martin Cvicela
Resolution:	Unresolved	**Votes:**	0
Labels:	None		
Σ Remaining Estimate:	2 hours, 45 minutes	**Remaining Estimate:**	Not Specified
Σ Time Spent:	2 days, 1 hour	**Time Spent:**	Not Specified
Σ Original Estimate:	2 days, 1 hour	**Original Estimate:**	Not Specified

Sub-Tasks:	Key	Summary	Type	Status	Assignee
	ES-117	Kreslenie stvorca	Sub-task	Done	Martin Cvicela
	ES-118	Pridanie oznacenych do listu a zobraz...	Sub-task	Done	Martin Cvicela
	ES-119	Deselekt multiobjektu	Sub-task	Done	Martin Cvicela
	ES-120	Delete multiobjektu	Sub-task	Done	Martin Cvicela
	ES-121	Drag multiobjectu	Sub-task	In Progress	Martin Cvicela
	ES-122	Rotacia multiobjektu	Sub-task	Done	Martin Cvicela
	ES-123	Pohyb multiobjektu pomocou klaves	Sub-task	Done	Martin Cvicela
	ES-124	Namapovanie na GUI tlacidla	Sub-task	Done	Martin Cvicela

Sprint:	Sprint VI - Ferrari, Sprint VII - GAZ
Story Points:	5
Definition of done:	☐ Implementation

- ☐ Testing
- ☐ Documentation
- ☐ Review
- ☐ Merge

Description

vykreslovanie select arey