World Of Tanks Promo Web-site – Wargaming PCL Change Requests Log

DEV – development, QA – quality assurance, TC – test-cases creation, Exec – test-cases execution, DES – design, MG – management

| Code | Creation Date | Additional features | Details | Estimated hours | | | | | Comment | Spent time, hours |  | Approving status (approved/rejected/ waiting for) |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| DEV | QA | | DES | MG | Billing, hours |
| TC | Exec |  |
| WOT-CR-1 | 19-Feb-2014 | Intro - cascade appearance | Transparent black lines should appear with different speed one by one. Increase speed of appearance. | 1 | - | 0,7 | - | 0,2 | The direction of left and right group of lines should be different (bottom-top and vice versa). | 1,9 | 0 | Approved |
| WOT-CR-2 | 19-Feb-2014 | Graphic Render – header transparency | Reduce transparency of header for screens with video maximized for active part of window | 1 | 0,25 | 0,7 | 0,5 | 0,7 | This is required to increase visibility of social media icons in header. | 3,15 | 0 | Approved |
| WOT-CR-3 | 20-Feb-2014 | Intro screen – add “fade in” effect | Intro screen should be displayed after pre-loader with fade in effect. | 1 | 0,25 | 0,7 | 0,1 | 0,5 | N/A | 2,55 | 0 | Approved |
| WOT-CR-4 | 20-Feb-2014 | Outro – add “fade out” effect and sparkles | The screen should fade out with all the elements. Also need to add sparkles and Parallax effect | 2 | 0,25 | 0,7 | 0,5 | 0,5 | N/A | 3,95 | 0 | Approved |
| WOT-CR-5 | 20-Feb-2014 | Havok – accordion for subfeatures | All sub-features of new Physics/Havok should be placed on the same screen and shown using accordion mechanism. | 9 | 1,5 | 6,0 | - | 0,75 | N/A | 17,25 | 0 | Approved |
| WOT-CR-6 | 20-Feb-2014 | Developers Diaries – new screen | Adding new screen with three videos paused after page load and played on hover. Video should play maximized after mouse click | 23 | 1 | 7,5 | - | 1,5 | N/A | 33 | 33 | Approved |
| WOT-CR-7 | 26-Feb-2014 | Animated watermarks for Graphic render video | Add dynamic watermark on full screen video. Watermark should not move, but should be changed on place according to video evolution. | 16 | 0,5 | 0,5 | - | 2 | Estimated time is for the case if it is the same video player as it is already implemented. This change also requires WOT-CR-12 implemented first. | 0 | ? | Waiting for |
| WOT-CR-8 | 04-Mar-2014 | Dev Diaries: Changing the source for videos to YouTube | We need to optimize website performance and minimize the loading time. The way we can do it is to store our dev diaries on YouTube channel. We keep the preview video cut on CDN, but the whole video on YouTube with simplified YouTube interface. | 24 | 1 | 7,5 | - | 1,5 | Current implementation contains 34 MB for intro slide. For this moment, video hasn’t started and has no impact for the load speed. Thus, it is better to optimize graphics or upload slides in process of opening each one. | 0 | ? | Waiting for |
| WOT-CR-9 | 04-Mar-2014 | Graphic Render: comparison of rendering in Screenshots | Please provide the following functionality: - set of previews on the right side of the screen - text with feature name  Switching between different pictures should be done on click. Different states of the same picture are changed by scrolling. | 11 | 0,75 | 2,5 | - | 0,75 | Mockup is available by the following link: <ftp://ftpplus.wargaming.net/Screens.zip>  The set of screenshots for Graphic Render is available by the following link: <ftp://ftpplus.wargaming.net/WoT_Features_2014_Screens_Chosen.zip> | 15 | 15 | Approved |
| WOT-CR-10 | 10-Apr-2014 | Add Sharing mechanism for Social media buttons (header and outro slide) | Change mechanics. Assign share functionality for social networks (subscribe for YouTube). Clicking on the icon initiates opening of a new tab with chosen social media feed and shares promo web site there. | 12 | 0,75 | 4 | - | 4 | Please specify the text and images for all social media | 0 | ? | Waiting for |
| WOT-CR-11 | 10-Apr-2014 | Vehicle Detalization: Change behavior and quantity of diagonal lines | We need to make it look and work more smooth or change the whole concept of the slide. At least we need to put the explanation text on the top of functional elements (slider/angles). Correct diagonal lines not to overlap the tank model. | 4 | 0,5 | 2,5 | - | 1 | Under discussion | 0 | ? | Waiting for |
| WOT-CR-12 | 10-Apr-2014 | Graphic Render: Increase WM size | Should be applied to <http://wotpromo90.codetiburon.com/wotpromo/en/#4>. Make WMs bigger - 15% | 1 | 1 | 0,5 | 1 | 1 | Under discussion | 0 | ? | Waiting for |
| WOT-CR-13 | 17-Apr-2014 | Intro: add a tip for scrolling | Add a tip for better understanding that the website should be scrolled. | 1 | 0,5 | 0,5 | 1 | 1 | Under discussion | 0 | ? | Waiting for |
| WOT-CR-14 | 17-Apr-2014 | Back-end | Make back-end more friendly and intuitive. Admin should see the result of his activities on place, before publishing changes. | 40 | - | - | - | 1 | Need to change the mechanism of editing slides for the following: 1) save draft, 2) generate link to preview result, 3) apply or discard changes. After this, changes are actually saved in slides. | 0 | ? | Waiting for |
| WOT-CR-15 | 17-Apr-2014 | Physics/Havok: add an interactive line connecting parts of the tank with video | Add an interactive line connecting parts of the tank with conforming video. The line should appear when a user picks one of the videos. By default, first video is connected with the tank turret | 12 | 0,5 | 1,5 | 4 | 1 | Under discussion | 0 | ? | Waiting for |
| WOT-CR-16 | 17-Apr-2014 | Diagonal Lines: increase speed | Make interactive lines faster | 1,5 | - | 1 | - | 0,5 | Under discussion | 0 | ? | Waiting for |
| WOT-CR-17 | 17-Apr-2014 | Change copywrites | See file WoT Top Features Copywrites | 1,5 | 1 | 1 | - | 0,5 | Please share the latest version of Copywrites file to implement this change. | 0 | ? | Waiting for |
| WOT-CR-18 | 17-Apr-2014 | Music: add soundtrack | Add WoT soundtrack to the website. User should allow opportunity to mute it. | 6 | 1 | 2 | 0,5 | 0,5 | Please define the level of initial volume, the icon and the presence on intro/all slides. | 0 | ? | Waiting for |
| **TOTAL, hours** | | | | | | | | | |  |  |  |