[RPI-18] Dopasowanie balansu rozgrywki pod kątem trudności i poziomów doświadczenia graczy Created: 31/Mar/23 Updated: 02/Apr/23

Status:	To Do
Project:	RPI
Components:	None
Affects versions:	None
Fix versions:	None

Type:	Task	**Priority:**	High
Reporter:	Denis Durd	**Assignee:**	Unassigned
Resolution:	Unresolved	**Votes:**	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Rank:	0|i0003r:
Sprint:	

[RPI-17] Tworzenie systemu handlowego i ekonomicznego w grze Created: 31/Mar/23 Updated: 02/Apr/23

Status:	To Do
Project:	RPI
Components:	None
Affects versions:	None
Fix versions:	None

Type:	Task	**Priority:**	High
Reporter:	Denis Durd	**Assignee:**	Unassigned
Resolution:	Unresolved	**Votes:**	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Rank:	0|i0003j:
Sprint:	

[RPI-16] Implementacja systemu zadań i questów dla graczy Created: 31/Mar/23 Updated: 02/Apr/23

Status:	To Do
Project:	RPI
Components:	None
Affects versions:	None
Fix versions:	None

Type:	Task	**Priority:**	Highest
Reporter:	Denis Durd	**Assignee:**	Unassigned
Resolution:	Unresolved	**Votes:**	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Rank:	0|i0003b:
Sprint:	

[RPI-15] Programowanie mechanik walki i animacji postaci Created: 31/Mar/23 Updated: 02/Apr/23

Status:	To Do
Project:	RPI
Components:	None
Affects versions:	None
Fix versions:	None

Type:	Task	Priority:	High
Reporter:	Denis Durd	Assignee:	Unassigned
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Rank:	0|i00033:
Sprint:	

[RPI-14] Stworzenie modeli 3D postaci i otoczenia gry Created: 31/Mar/23 Updated: 02/Apr/23

Status:	To Do
Project:	RPI
Components:	None
Affects versions:	None
Fix versions:	None

Type:	Task	Priority:	Highest
Reporter:	Denis Durd	Assignee:	Unassigned
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Rank:	0|i0002v:
Sprint:	

[RPI-13] Dodanie systemu osiągnięć i nagród dla graczy Created: 31/Mar/23 Updated: 31/Mar/23

Status:	To Do
Project:	RPI
Components:	None
Affects versions:	None
Fix versions:	None

Type:	Task	**Priority:**	Medium
Reporter:	Denis Durd	**Assignee:**	Unassigned
Resolution:	Unresolved	**Votes:**	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Rank:	0|i0002n:
Sprint:	

[RPI-11] Usprawnienie sztucznej inteligencji przeciwników Created: 31/Mar/23 Updated: 31/Mar/23

Status:	To Do
Project:	RPI
Components:	None
Affects versions:	None
Fix versions:	None

Type:	Task	Priority:	Medium
Reporter:	Denis Durd	Assignee:	Unassigned
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Rank:	0|i00027:
Sprint:	

Description

Dopracowanie sztucznej inteligencji przeciwników i systemu walki

[RPI-10] Dodanie nowych poziomów do gry Created: 31/Mar/23 Updated: 02/Apr/23

Status:	To Do
Project:	RPI
Components:	None
Affects versions:	None
Fix versions:	None

Type:	Task	Priority:	Medium
Reporter:	Denis Durd	Assignee:	Unassigned
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Change risk:	Low
Rank:	0|i0001z:
Sprint:	

[RPI-9] Optymalizacja gry Created: 31/Mar/23 Updated: 02/Apr/23

Status:	To Do
Project:	RPI
Components:	None
Affects versions:	None
Fix versions:	None

Type:	Task	Priority:	High
Reporter:	Denis Durd	Assignee:	Unassigned
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Change risk:	High
Rank:	0|i0001r:
Sprint:	

Description

Priorytetowość w oparciu o stabilność i wydajność gry

[RPI-8] Stworzenie trybu multiplayer Created: 31/Mar/23 Updated: 02/Apr/23

Status:	To Do
Project:	RPI
Components:	None
Affects versions:	None
Fix versions:	None

Type:	Task	Priority:	Low
Reporter:	Denis Durd	Assignee:	Unassigned
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Change risk:	Low
Rank:	0|i0001j:
Sprint:	

Description

Priorytetowość w oparciu o wizję gry i plany na rozwój

[RPI-7] Lokalizacja gry Created: 31/Mar/23 Updated: 02/Apr/23

Status:	To Do
Project:	RPI
Components:	None
Affects versions:	None
Fix versions:	None

Type:	Task	Priority:	Medium
Reporter:	Denis Durd	Assignee:	Unassigned
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Change risk:	Low
Rank:	0|i0001b:
Sprint:	

Description

Priorytetowość w oparciu o wymagania rynku i plany wydawnicze

[RPI-6] Testowanie gry Created: 31/Mar/23 Updated: 02/Apr/23

Status:	To Do
Project:	RPI
Components:	None
Affects versions:	None
Fix versions:	None

Type:	Task	Priority:	Medium
Reporter:	Denis Durd	Assignee:	Unassigned
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Change risk:	Medium
Rank:	0|i00013:
Sprint:	

Description

Priorytetowość w oparciu o postęp w rozwoju gry i ważność testów dla stabilności gry

[RPI-5] Programowanie mechanik gry Created: 31/Mar/23 Updated: 02/Apr/23

Status:	To Do
Project:	RPI
Components:	None
Affects versions:	None
Fix versions:	None

Type:	Task	**Priority:**	Highest
Reporter:	Denis Durd	**Assignee:**	Unassigned
Resolution:	Unresolved	**Votes:**	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Change type:	Emergency
Change risk:	High
Rank:	0|i0000v:
Sprint:	

Description

Priorytetowość w oparciu o wizję gry i wpływ na rozgrywkę

[RPI-4] Tworzenie tutoriala Created: 31/Mar/23 Updated: 02/Apr/23

Status:	To Do
Project:	RPI
Components:	None
Affects versions:	None
Fix versions:	None

Type:	Task	**Priority:**	High
Reporter:	Denis Durd	**Assignee:**	Unassigned
Resolution:	Unresolved	**Votes:**	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Change risk:	Low
Rank:	0|i0000n:
Sprint:	

Description

Priorytetowość w oparciu o potrzeby użytkowników i wizję gry

[RPI-3] Implementacja interfejsu użytkownika Created: 31/Mar/23 Updated: 02/Apr/23

Status:	To Do
Project:	RPI
Components:	None
Affects versions:	None
Fix versions:	None

Type:	Task	**Priority:**	Highest
Reporter:	Denis Durd	**Assignee:**	Unassigned
Resolution:	Unresolved	**Votes:**	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Change risk:	High
Rank:	0|i0000f:
Sprint:	

Description

Priorytetowość w oparciu o potrzeby użytkowników i wizję gry

Status:	To Do
Project:	RPI
Components:	None
Affects versions:	None
Fix versions:	None

Type:	Task	Priority:	Highest
Reporter:	Denis Durd	Assignee:	Unassigned
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Change type:	Normal
Change risk:	High
Rank:	0|i00007:
Sprint:	

Description

Priorytetowość w oparciu o postęp w rozwoju gry i ilość postaci do zaprojektowania

[RPI-1] Rysowanie map Created: 31/Mar/23 Updated: 02/Apr/23

Status:	To Do
Project:	RPI
Components:	None
Affects versions:	None
Fix versions:	None

Type:	Task	Priority:	High
Reporter:	Denis Durd	Assignee:	Unassigned
Resolution:	Unresolved	Votes:	0
Labels:	None		
Remaining Estimate:	Not Specified		
Time Spent:	Not Specified		
Original estimate:	Not Specified		

Change type:	Standard
Rank:	0|hzzzzz:
Sprint:	

Description

Priorytetowość w oparciu o postęp w rozwoju gry i ilość map do narysowania