| The stands   | Name   | KANO Size   | Notes Uri   |  |  |  |  |
|--|--|-------------|---|--|--|--|--|
| Mary Control   Mary         | Name<br>Working lasso  |             |   |  |  |  |  |
| The stands and the properties of the properties        |  |             | V-Sekai   |  |  |  |  |
| March   Marc         | Video players on a screen  | Attractive  | 2   |  |  |  |  |
| Mary            | URO backend with a dependencies on cockroachdb rdbms                 | Attractive  | 4   | Ma   | intenance  | Attractive   |  |
| Selection of the content of the cont       |  |             | 4 Allows a workflow graph for Godot Engine resources                              |  |  | URO Provide an Prep Persist the uro                          |  |
| Section 1988 1989 1989 1989 1989 1989 1989 198   |  |             | 2   | Me pend to principe our featurer   |  | backend entry avatar are login from the                      |  |
| March   Marc         | Spawn new [maps, props] from a bank.                                 |             | 2   | The face of profited our restarca.   |  | Easy to get modifying depende Proced Private as Optical Mesh |  |
| March   Marc         |  |             | 2 transfer animations between platforms   |  |  | the core in an hour noise on mash instanc for face merge,    |  |
| March   Marc         |  |             | 2   | Windows 10   |  | cockroac genera es God e tor                                 |  |
| Section 1.        |  |             | 2   | Postponed Windows 11   | GLTF 3D  | Convert Authoritie   |  |
| Section 19   | Procedural materials with materials                                  | Attractive  | Worked in early godot alphas  | OpenXR   |  | Tools to Video Summon ManyBoneik the uro ate with            |  |
| Section 1  |  |             | 2   | support We can ship in We can make   | Godot 4 Cluster Vulkan Writing playback (VP6   | Godot on a where Manipulate backend third                    |  |
| March   Marc         |  |             | 2 https://gdconf.com/   | one step. Donds in the step.   | Rendering XR Tunneling decisions   | Engine Spawn Real- game screens Advan Able to                |  |
| Mary            | Persist the uro login from the editor to the game                    |             | 2   |  | Shaper for Godor We flette   | resources new Shade time Gather Fire ced merge two           |  |
| The service of the se       |  |             | 2   |  | V-Sekai Uro  | Weekly propsi n orativ watch as a ing Axr-tablet             |  |
| Second process   Seco         |  |             | 2   |  |  | chronicle from a e videos contrac and interface that         |  |
| March   Marc         |  |             | 2 Next IK system  | 1011   |  | Must-Re Reverse  |  |
| The content of the          |  |             | 2   | Colors and Textures Security samuzation or packed  |  |  |  |
| Marche   M         |  |             | 2   |  |  |  |  |
| Section   Process   Proc         | Easy to get modifying the core in an hour                            |             | 10  | Update V-  |  | Seats - social menu Moderation tools outbootio               |  |
| Section   Sect         |  |             | 2   | Sekai  |  | ation  |  |
| Stander the stander place of t       | Authenticate with third party account system                         | Attractive  | 2   | Godot<br>Footpa on   |  |  |  |
| Section 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1  | Advanced modeling and material tools                                 |             | 2   | V Sekaj can loed 2023-02-  |  | Bug with Transfer Player One Dimensional                     |  |
| Marche   M         |  |             | 2   | VRM Import packed scenes 02 Opensource Godot VRM   |  | Godot invitations One-Dimensional Handle                     |  |
| Management   Man         |  |             | 2   | at runtime remosphity  |  | sometime Mirror Item Facial Integrate Ibeq large,            |  |
| Mary            |  |             | Improves VK usability with the use of a tunneling shader                          |  |  | s and pickup expres viold hub wasm complex                   |  |
| Marcas   M         | Windows 10 and Windows 11 OpenXR support                             |             | 10  |  |  | Virtual toggle Entity throug people want Discord 3D scenes   |  |
| Second          | WebM video playback (VP8 Only)                                       | Maintenance | 4 Supports playback of WebM video files   |  | 2000   | personal synchr h their hub bot for                          |  |
| Marchan Service   Marchan Se         |  |             |   | duct-backlog-prioritization-techniques-work  |  |  |  |
| Marchan Service   Marchan Se         |  |             | 10  |  |  |  |  |
| Marchen Marchand Marchen Marchen Marchen Marchen Marchen Marchen Marchen March       |  |             |   |  |  |  |  |
| Manuscus          |  |             |   |  |  |  |  |
| Management   Man         |  |             |   | <u>elmaster</u>  |  |  |  |
| Manufact          |  |             | 4 https://github.com/V-Sekal/uro  |  |  |  |  |
| Management   Man         |  |             | 4   |  |  |  |  |
| Table Spring Color Associated   2   Secretaria Spring Color Associated   2   Secretaria Spring Color Associated   3   S       |  |             | 4   |  |  |  |  |
| Seed COG  Mentance of particle recover sturfalls  Mentance of particle recover sturfal       |  |             | 2   |  |  |  |  |
| Section 1 Sectio       |  | Maintenance | 4 Streamlines the CI/CD process   |  |  |  |  |
| International contacts of plant classics (PITC) and content (PITC) and       |  |             | 10 https://docs.godotengine.org/en/latestic                                       | sses/class_gittlocument.html   |  |  |  |
| Authorized by Matheward C Bulletines of Bulletines C Bull       |  |             | 10  |  |  |  |  |
| Set Option        |  |             | 8   |  |  |  |  |
| plate typed reging with any land a display or sealth brother a dealing professor.  Maintenance 2 (Cylindrichyste to achieve platform to meet spiring and energing inport Octob compliant plant of plants and professor.  Maintenance 3 (Cylindrichyste to achieve platform to meet spiring and energing inport Octob compliant plants and the professor.  Maintenance 4 (Basin plants and State of Professor.  Maintenance 5 (Maintenance 5 (Maintenance 5 (Maintenance) 5 (Maintenance 5 (Maintenance) 6 (Maintenance) 6 (Maintenance) 6 (Maintenance) 6 (Maintenance) 6 (Maintenance) 6 (Maintenance) 7 (Maint       |  |             |   |  |  |  |  |
| Internal to some a college problem    Manipurous   Manipu       |  |             | 6 Subdivide means https://pips.com/u-sekaligoods-subdiv                           |  |  |  |  |
| Section of process comes  Assemblines  Assem       | Soleroer is used to solve a culling problem                          |             | Cholisoal hebre to achieve platform to mesh spilltin and mension scriet for Golds |  |  |  |  |
| Ameninous Maninous Ma       | Security sanitization of packed scenes                               | Maintenance |   |  |  |  |  |
| Materians with pool regived designed for r and has physics outwerthy littlements  4 (but with the with the state of the st       |  |             | 2   |  |  |  |  |
| A Elizake with the origination of temporal designed or search plant payles converting that the control of the c       |  |             |   |  |  |  |  |
| Martinence   10   Position   Martinence   10   Position stand female   1         | Opensource remixability  | Maintenance |   |  |  |  |  |
| Authorities   Martines   Martin         |  |             |   |  |  |  |  |
| Maniference   Maniference   10         |  |             |   |  |  |  |  |
| Martinocome            |  |             | 10 https://godotengine.org/article/dev-snan                                       | hot-godot 4-0-beta-17/   |  |  |  |
| The sport from an after section   Martinenace   1   Important Sport   Martinenace   2   Import tenthy and sport   2   Import         |  |             |   |  |  |  |  |
| Temport of management of man         |  |             | 8   |  |  |  |  |
| gaigh ple foreignes of contributions storred  Martineziane       | GLTF export from an active scene                                     |             | 10  |  |  |  |  |
| Martenace 0 10 Improves compatible) between Bereiner and Coolst Engine control between Engine and Coolst Engine control between Engine and Coolst Engine control between Engine and Coolst Engine Cool       |  |             | 2 Import from Maya ecosystem  |  |  |  |  |
| water of Kettageting Mattenance (a) Description And Technologies (a) Page and and with The Cause of the Control of the State of the Control        |  |             | 4   |  |  |  |  |
| Assistance of augment with seath or augment with seath or augment program in the between counts from general service who wants one was a count in mine and to a count of the country of the structure 3. Per str       |  |             |   |  |  |  |  |
| Marked 2 Very stated about the Prevention State of the       |  |             |   |  |  |  |  |
| sander between Coolet Engine games serves without implicate players.  And the Second manufacture of the serves without implicate players without the serves of the serves        |  |             |   | cture 3, the wide open spaces in between   |  |  |  |
| alse - south more  Mark Be  10  10  10  10  10  10  10  10  10  1  | Transfer between Godot Engine game servers without impatient players |             | 2   |  |  |  |  |
| may and togging may and toggin       | Seats - social menu  | Must-Be     | 10  |  |  |  |  |
| maked per solation for seading of motion seading       |  |             | 2   |  |  |  |  |
| with register of the control reached operation of Mundle 2   |  |             | 2   |  |  |  |  |
| year who open entit constrained work.  Marchia 4 Face a log with VolP flat causes it to only work sometimes  One Commentorial  Sequence of the comment of th       | term proxup / Entity synchronization                                 |             | 2   |  |  |  |  |
| of seam contribing graphs and the December Pub. durates soot do for community December Control of the Control of        |  |             | 4 Elves a hun with VoID that course it to out                                     |  |  |  |  |
| Interest word to because people want the rhu Jourlass One Climeration One Clim       |  |             | 2   | *  |  |  |  |
| second but for sample the ord of the community  Protection  Protec       | Integrate viold hub because people want their hub avatars            |             | 5   |  |  |  |  |
| sales sorting Pulgored 10 Select Individe Propriet Pulgored 4 Import unhypackage 10 Reverse 10 Reverse 10 Reverse 4 Improves scorify teach visibility of the pulgority of the pu       |  |             | 2   |  |  |  |  |
| Seled Linkof Reviser R       |  |             | 10  |  |  |  |  |
| obsersion to look  Reverse 4 Improves security <u>Institute Assession of the Control of the Contro</u> |  |             | 10  |  |  |  |  |
| A Improves sourch 1500 A Pears and A Improves sourch 1500 A Pears and A Improves sourch 1500 A Pears and A Improves sourch 1500 A Pears A Improves Sourch 1500 A Improve Sourch 1500 A Improves Sourch 1500 A Impr       |  |             |   |  |  |  |  |
| Reverse — Revers       |  |             |   |  |  |  |  |
| No Commissional Visional One Dimensional — These are features that make users happy when they're not, under the properties of the commissional — These are features that make users happy when they're not, under the properties of the commissional — These are sepected by your customers. They are features that will not WOM. Pleas — These are sepected by your customers. They are features that will not WOM. Pleas — The seat of t       |  |             |   | a hanny when they're not. For example, you might implement high a  | ing an extra step to logic. Movement if outlament do not unless enhanced                               | me discolished with the extra step                           |  |
| ust-Be VSHail Must-Be — These are expected by your customers. They are features that will not WOW them. They must be included in your product, and are often taken for granted.  Stream of the stream        |  |             |   |  | my an extra step to toget. However, it customers do not value enhanced security, they will become      | me ussausneu wun nië extra step.                             |  |
| indefinance VSRsia Indifferent — These have no impact on customer satisfaction levels. For example, relationing parts of your code so that if it is easier to read and understand. There is no direct value to the customer, but it will make it easier try you to maintain in the future.  VSRsia 4 Afficiency — These make users happy when they're there. but don't disappoint them when they're not, thigh, www.perforce.com/blog/hoss/-product-backtop prioritization-techniques-workstance.  |  |             |   |  | taken for granted.   |  |  |
| under larger, complex 3D sciences V-Seals Affractive — These mails users happy when they're there, but don't disappoint them when they're not, if tips, I/www.perforce.com/blog/hrsi/-product-backtop-protrization-techniques-workshapox   |  |             |   | The state of the s |  |  |  |
| under large, complex 3D sciences V-Sekal 4 Affractive — These males usern happy when they're there. but don't disappoint them when they're not. High, I/www.perforce comblog/hreal-product-backlog-point/appoint-bern-lechniques-work/flation.   | Indifferent  |             | Indifferent — These have no impact on customer satisfac                           | on levels. For example, refactoring parts of your code so that it is easier to read and under  | stand. There is no direct value to the customer, but it will make it easier for you to maintain in the | e future.  |  |
|  |  | V-Sekai     | 4   |  |  |  |  |
| Sekal  |  | V-Sekai     | Attractive — These make users happy when they're there                            | but don't disappoint them when they're not. https://www.perforce.com/blog/hns/4-product-t  | backlog-prioritization-techniques-work#stack   |  |  |
|  | V-Sekai  |             |   |  |  |  |  |