

Sprint: Weeks 6 - 7

Reports: Standup Dashboard

## Taskboard

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Highlight Owner: (All)

Refresh

Filter

Show Closed Items:

Backlog	(None)	In Progress	Completed	Summary
<div> <div>S-01005</div> <div>UI: Cube drag-and-drop with displacement</div> <div>Future</div> <div>Alex</div> <div>8.00</div> </div>			<div> <div>Modify drag-and-drop behavior</div> <div>Alex</div> <div>0.00</div> </div>	<div>Test Results:</div> <div>To Do: 0.00</div>
<div> <div>S-01012</div> <div>Emulation: Implement public Color methods (see Sifteo API)</div> <div>Accepted</div> <div>Ethan</div> <div>4.00</div> </div>			<div> <div>Write tests for Color class</div> <div>Ethan</div> <div>0.00</div> </div> <div> <div>Implement Color class methods</div> <div>Ethan</div> <div>0.00</div> </div>	<div>Test Results:</div> <div>To Do: 0.00</div>
<div> <div>S-01014</div> <div>Emulation: Implement Sound class</div> <div>Done</div> <div>Kurtis</div> <div>8.00</div> </div>			<div> <div>Write Sound tests</div> <div>Kurtis</div> <div>0.00</div> </div> <div> <div>Write code for Sound class</div> <div>Kurtis</div> <div>0.00</div> </div>	<div>Test Results:</div> <div>To Do: 0.00</div>
<div> <div>S-01015</div> <div>Emulation: Implement MathExt structs</div> <div>Accepted</div> <div>Richard</div> <div>4.00</div> </div>			<div> <div>Write tests for MathExt class</div> <div></div> <div>0.00</div> </div> <div> <div>Implement MathExt struct</div> <div></div> <div>0.00</div> </div>	<div>Test Results:</div> <div>To Do: 0.00</div>
<div> <div>S-01016</div> <div>Emulation: Implement Mathf class</div> <div>Accepted</div> <div>Ethan</div> <div>4.00</div> </div>			<div> <div>Write tests for Mathf class</div> <div>Ethan</div> <div>0.00</div> </div> <div> <div>Write code for Mathf class</div> <div>Ethan</div> <div>0.00</div> </div>	<div>Test Results:</div> <div>To Do: 0.00</div>
<div> <div>S-01018</div> </div>			<div> <div>Test Bucket</div> <div>Alex</div> <div>0.00</div> </div>	

<p><del>Emulation: Implement StateMachine class</del></p> <p>Accepted</p> <p>Kurtis 10.00</p>			<p><del>Implement StateMachine Class</del></p> <p>Alex 0.00</p> <p><del>Implement Transitions</del></p> <p>Alex 0.00</p> <p><del>Implement Locking</del></p> <p>Alex 0.00</p>	<p>Test Results:</p> <p>To Do: 0.00</p>
<p><del>S-01020</del></p> <p>Application: Test Cube Actions</p> <p>Accepted</p> <p>Richard 8.00</p>			<p><del>Brainstorm Application Ideas</del></p> <p>Richard 0.00</p> <p><del>Create Application Solution and Outline</del></p> <p>Richard 0.00</p> <p><del>Develop Application</del></p> <p>Richard 0.00</p> <p><del>Test Application</del></p> <p>Richard 0.00</p>	<p>Test Results:</p> <p>To Do: 0.00</p>
<p><del>S-01021</del></p> <p>Documentation: Milestone 4</p> <p>Accepted</p> <p>Alex, Kurtis, Ethan, Richard 6.00</p>			<p><del>Write Milestone</del></p> <p>Alex, Kurtis, Ethan, Richard 0.00</p>	<p>Test Results:</p> <p>To Do: 0.00</p>
<p><del>S-01022</del></p> <p>Prepare Project for Shipping</p> <p>Done</p> <p>Alex 2.00</p>			<p><del>Create Deployment Plan</del></p> <p>Alex 0.00</p>	<p>Test Results:</p> <p>To Do: 0.00</p>
<p>S-01023</p> <p>Example game: Fractions</p> <p>Richard 6.00</p>		<p>Implement Fractions</p> <p>Richard 6.00</p>		<p>Test Results:</p> <p>To Do: 6.00</p>
<p>S-01024</p> <p>Example game: Reflex game</p> <p>Ethan</p>		<p>Implement Reflex game</p> <p>Ethan 6.00</p>		

6.00				Test Results:  To Do: 6.00
<div> <div> <div>S-01025</div> <div>UI: Shake</div> <div>Accepted</div> <div>Alex</div> <div>2.00</div> </div> </div>			<div> <div>Implement Shake</div> <div>Alex</div> <div>0.00</div> </div>	Test Results:  To Do: 0.00
<div> <div> <div>S-01026</div> <div>UI: Press</div> <div>Accepted</div> <div>Alex</div> <div>2.00</div> </div> </div>			<div> <div>Implement Press/Click</div> <div>Alex</div> <div>0.00</div> </div>	Test Results:  To Do: 0.00