

Main View

4 Cols

All Tasks

Miky Assigned

+ New View

Filter by keyword or by field

Discard

Save

	Title	Ass... ⋮	Status ⋮	Agenda
1	green: #1 Test existence objektu, který reprezentuje ducha.	 f.. ▾	Don... ▾	
2	new: GhostObject > create ghost object class - implements Comm...	 f.. ▾	Don... ▾	
3	green: #2 Test správného pohybu ducha po bludišti.	 f.. ▾	Don... ▾	
4	add: GhostObject > move() [canMove()]	 f.. ▾	Don... ▾	
5	fix: MazeConfigure > give pathfield access/refference to the maze	 f.. ▾	Don... ▾	
6	fix: MazeConfigure > createMaze functio	 f.. ▾	Don... ▾	
7	add: CommonField > implement put() method	 f.. ▾	Don... ▾	
8	add: MazeConfigure > enable gost loading in processLine	 f.. ▾	Don... ▾	
9	add: CommonMaze > implement ghosts() method	 f.. ▾	Don... ▾	
10	green: #3 Test správného chování při setkání ducha s pacmanem (...)	 f.. ▾	Don... ▾	
11	fix: PacmanObject/GhostObject > implement getLives method to f...	 f.. ▾	Don... ▾	
12	add: PacmanObject > pacman meets ghost - lifeRemaining--	 f.. ▾	Don... ▾	
13	add: PacmanObject > loose life on collision	 f.. ▾	Don... ▾	
14	add: PathField > addObserver(), removeObserver(), notifyObserver...	 M ▾	Don... ▾	
15	feat: contains() correct behaviour	 M ▾	Don... ▾	
16	green: #4 Testování notifikací při přesunu objektu (ducha).	 M ▾	Don... ▾	
17	fix: PathField > add attributes pacman & ghost	 f.. ▾	Don... ▾	
18	fix: <> attributes to private	 M ▾	Don... ▾	
19	add: PathField > getPacman()	 M ▾	Don... ▾	
20	fix: PathField > remove() method to suite new attributes	 M ▾	Don... ▾	
21	green: #5 Vizualizace v GUI	 M ▾	Don... ▾	
22	fix: PathField > object deletes path behind him	 M ▾	Don... ▾	
23	fix: PathField > put() method to suite new attributes	 M ▾	Don... ▾	

+ You can use Control + Space to add an item

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23	fix: PathField > put() method to suite new attributes	🟢 M ▾	Don... ▾	
24	feat: GUI -> replay + features	🟢 M ▾	Todo ▾	GUI
25	docs: genereted documentation on execute	▾	Todo ▾	Documentat
26	feat: interactive elements #35	▾	Todo ▾	Interactive E
27	bug: GUI -> when you clicked outside of game window -> Menu ...	🟢 M ▾	Don... ▾	Bug
28	feat: GUI -> GAME OVER/YOU WON	🟢 M ▾	Don... ▾	GUI
29	bug: key/target overlapping with ghost	🟢 M ▾	Don... ▾	Bug
30	bug: AStar -> when Pacman loses life, reset movement (not contin...	▾	Don... ▾	Bug
31	add: GUI -> A-Star Fusion	🟢 M ▾	Don... ▾	Object Move
32	fix: GUI -> Menu -> soundIcon position	🟢 M ▾	Don... ▾	GUI
33	bug: sound icon is not showing right (not depending on sound st...	🟢 M ▾	Don... ▾	GUI
34	add: GUI -> music in menu	🟢 M ▾	Don... ▾	GUI
35	fix: reset audio after unmute	🟢 M ▾	Don... ▾	
36	feat: GUI -> Custom Font	🟢 M ▾	Don... ▾	GUI
37	feat: GUI -> Menu	🟢 M ▾	Don... ▾	GUI
38	feat: replay capture #39	👤 f.. ▾	Don... ▾	Replay
39	feat: interactive elements -> game soundtrack -> mute sound	🟢 M ▾	Don... ▾	Interactive E
40	feat: GUI -> Ghost More Colors	🟢 M ▾	Don... ▾	GUI
41	feat: interactive elements -> life counter -> heart icon	🟢 M ▾	Don... ▾	Interactive E
42	docs: JavaDoc comments	🟢 M ▾	Don... ▾	Documentat
43	feat: interactive elements -> life counter	🟢 M ▾	Don... ▾	Interactive E
44	feat: interactive elements -> game soundtrack #31	🟢 M ▾	Don... ▾	Interactive E
45	feat: autonomous ghost movement #27	👤 f.. ▾	Don... ▾	Object Move

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67	docs: updated requirements.pdf		▼	Todo	Documentat
68	feat: interactive elements -> levels (floors)		▼	Future	Interactive E
69	feat: interactive elements -> speed boost (lightning)		▼	Future	
70	feat: interactive elements -> track high score		▼	Future	Interactive E
71	feat: resize window scaling		▼	Future	GUI
72	feat: GUI -> Pacman More Models (Animated)		▼	Future	GUI
73	feat: more maps		▼	Future	Maze Map
74	feat: replay -> modes		▼	Future	Replay
75	GUI -> replay in gameoverscreen		▼	Future	
76	Time		▼	Future	
77	✓ fix: replay-capture - change currField of objeect after being ... #42		▼	Don...	
78	✓ feat: pacman player movement -> mouse -> A STAR #34		▼	Don...	Object Move
79	✓ feat: pacman player movement -> mouse #36		▼	Don...	Object Move
80	GUI: pacman movement triggers objects's next direction attribute.		▼	Todo	
81	refactor: file structure as required		▼	Todo	
82	some interesting new maps to choose		▼	Todo	
83	• feat: GUI -> Throw game over when pacman has no lifes left #16		▼	In Pr...	
84	feat: executable jar archive to run the game		▼	In Pr...	
85	✓ feat: replay -> capture maze txt format #44		▼	Don...	
86	✓ feat: replay -> capture moves #47		▼	Don...	
87	✓ feat: replay continuous replay #48		▼	Don...	
88	✓ feat: replay back from file #43		▼	Don...	Replay

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