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45,167 workflow runs		Event ▾	Status ▾	Branch ▾	Actor ▾
 Fix IE12 incompatibilities	Build, test and deploy #15078: pull request #239122 synchronize by mona	 1 hour ago	 5m 40s		
 Accessibility tests	Build, test and deploy #15078: pull request #239122 synchronize by mona	 1 hour ago	 5m 40s		
 Update changelog and release notes	Build, test and deploy #15078: pull request #239122 synchronize by mona	 1 hour ago	 5m 40s		
 Migrate to latest Storybook	Build, test and deploy #15078: pull request #239122 synchronize by mona	 1 hour ago	 5m 40s		
 Fix IE11 incompatibilities	Build, test and deploy #15078: pull request #239122 synchronize by mona	 1 hour ago	 5m 40s		

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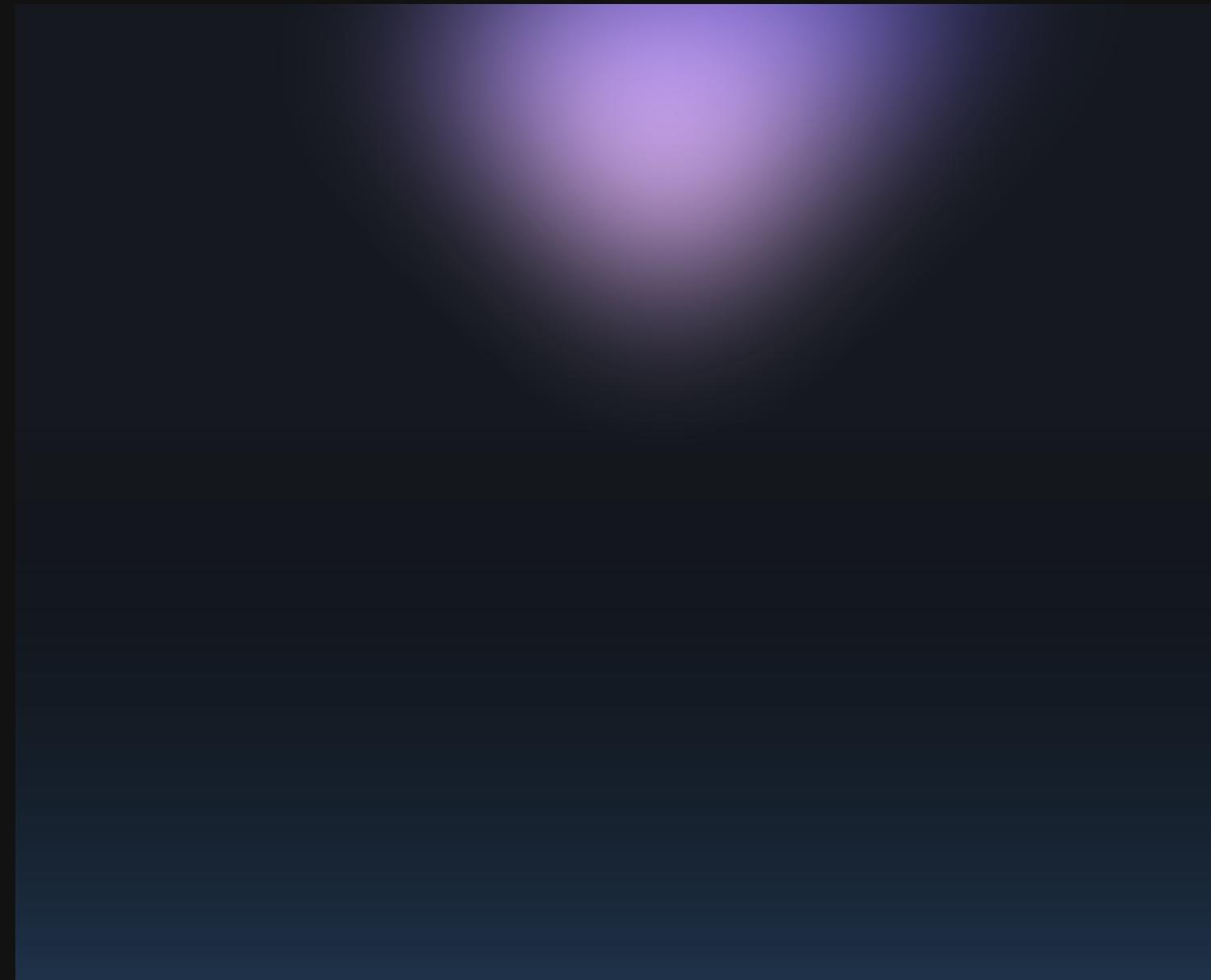


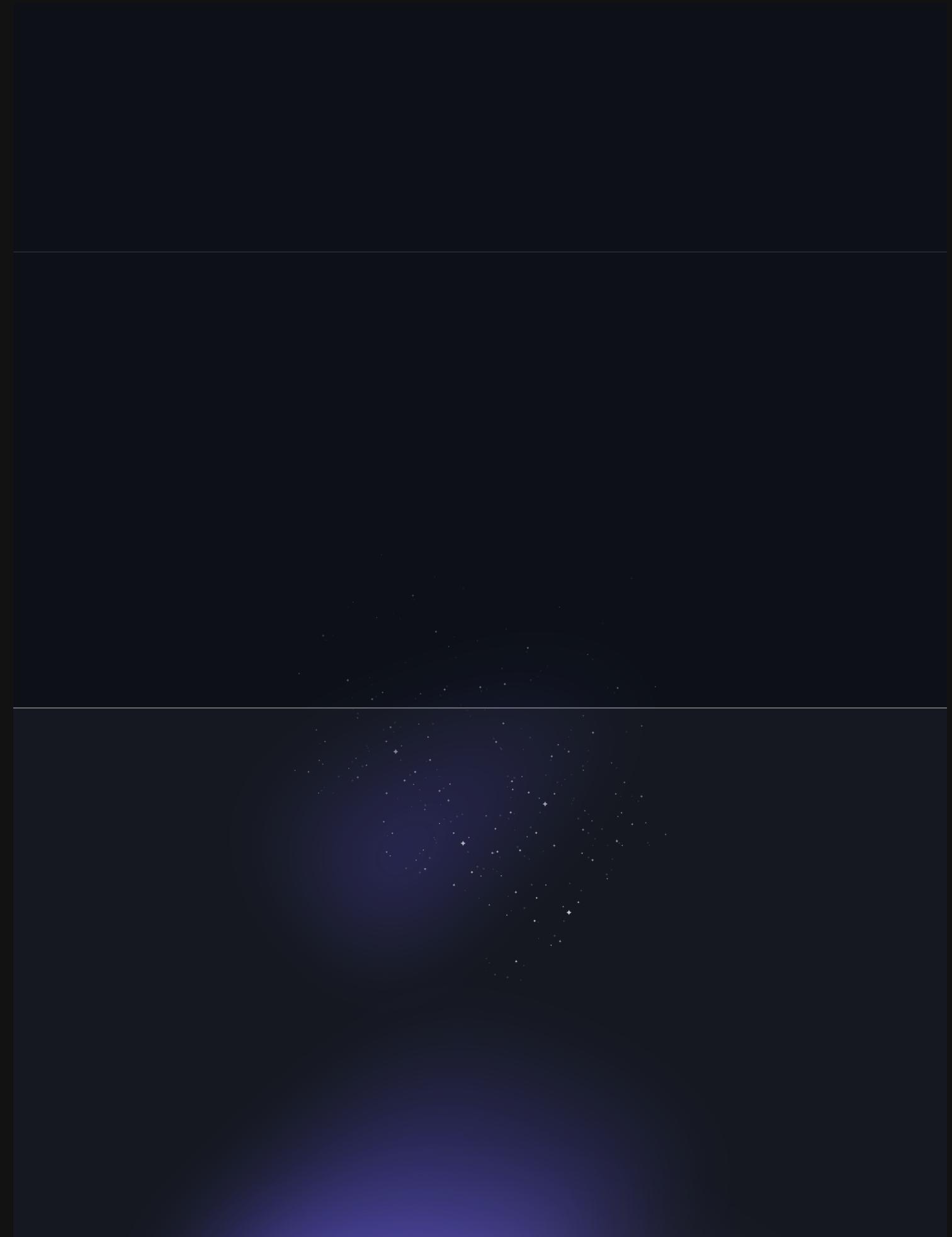
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New rendering engine #920

Open 1 / 3 sub-issues

 exactlymyra commented 5 days ago ...

Epic description

Now that we've decided on our new rendering engine (see #824), we have some follow-up work to do. Let's use this issue for tracking. I've taken a first pass at outstanding to-dos here.

▼ Sub-issues 1 / 3

- Update collision logic #1752
- Engine prototype (physics, rendering) #1753
- Updates to aliens and cannon game logic

[Create sub-issue](#) ▾

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1. [Survey: The AI wave continues to grow on software development teams, 2024.](#) ↵
2. This 7X times factor is based on data from the industry's longest running analysis of fix rates Veracode State of Software Security 2023, which cites the average time to fix 50% of flaws as 198 days vs. GitHub's fix rates of 72% of flaws within 28 days which is at a minimum of 7X faster when compared. ↵