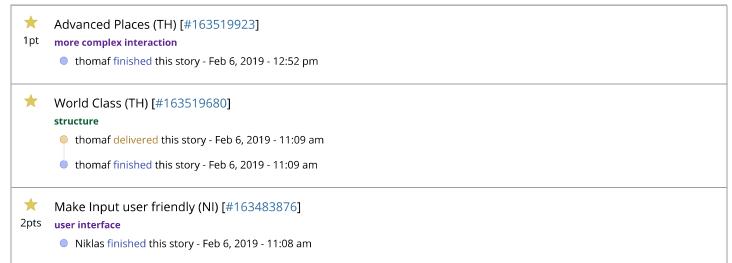
Generic Banana Machine - Story Activity Report					
Jan 8, 2019 – Feb 6, 2019					
Showing story types: ☑ Features ☐ Bugs ☐ Chores All timestamps are shown in the project timezone (Europe/Berlin)					

February 6, 2019

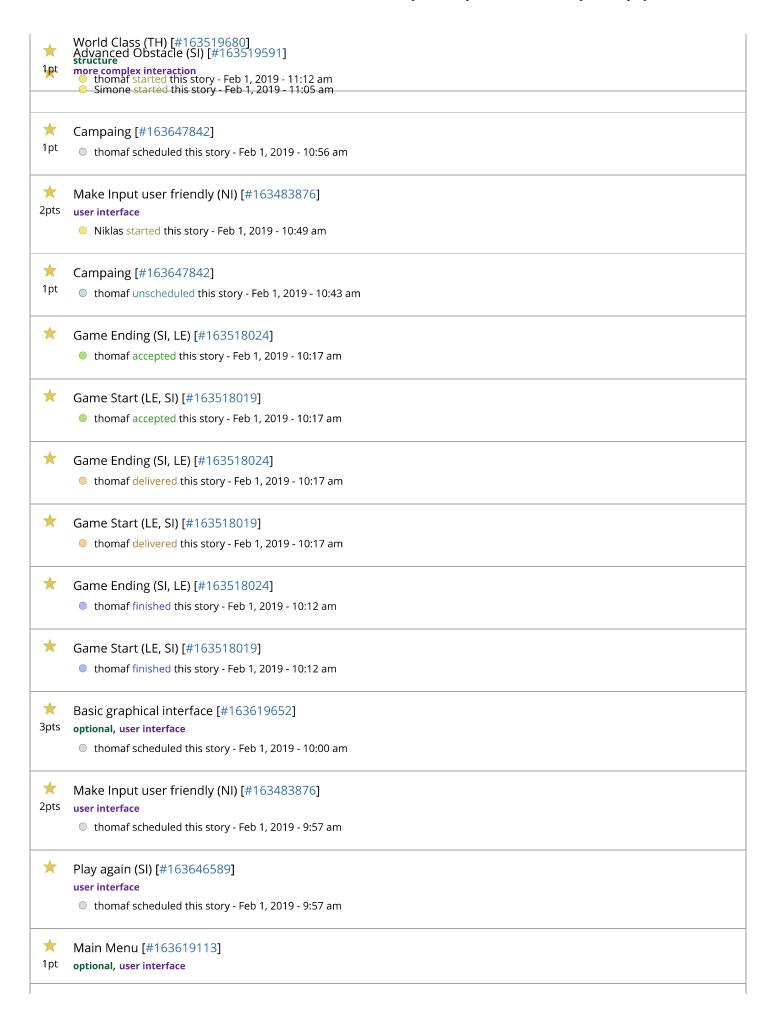


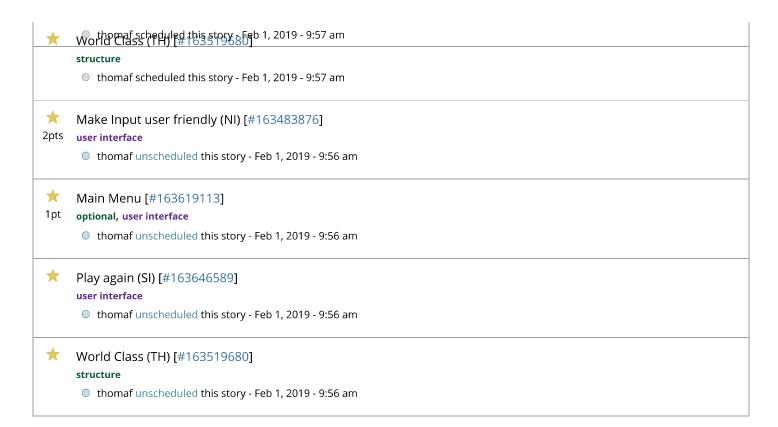
February 4, 2019



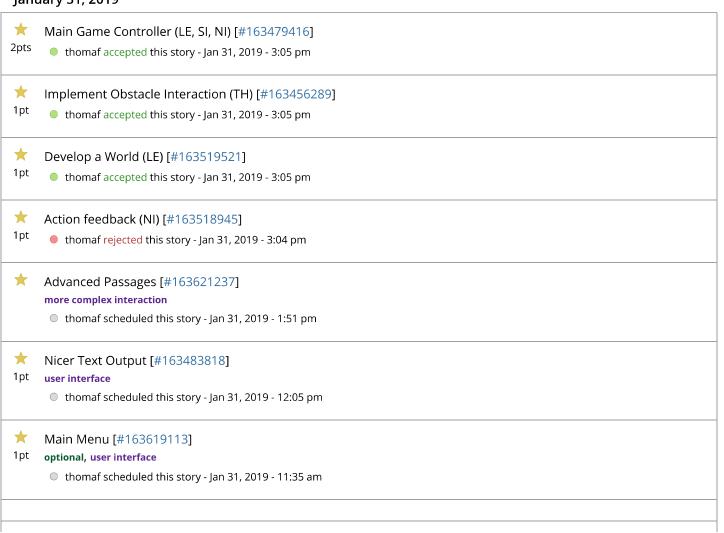
February 1, 2019

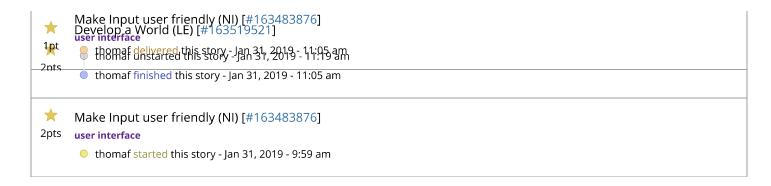






January 31, 2019

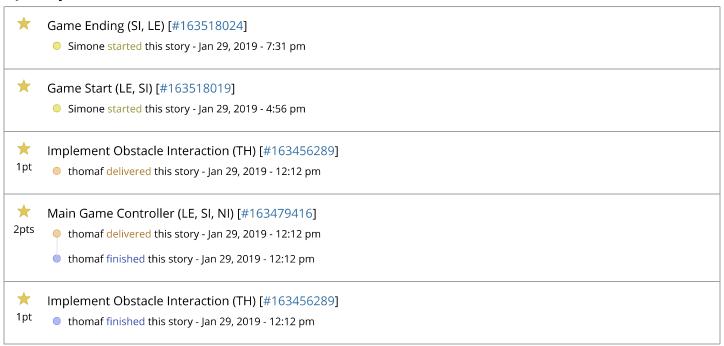




January 30, 2019



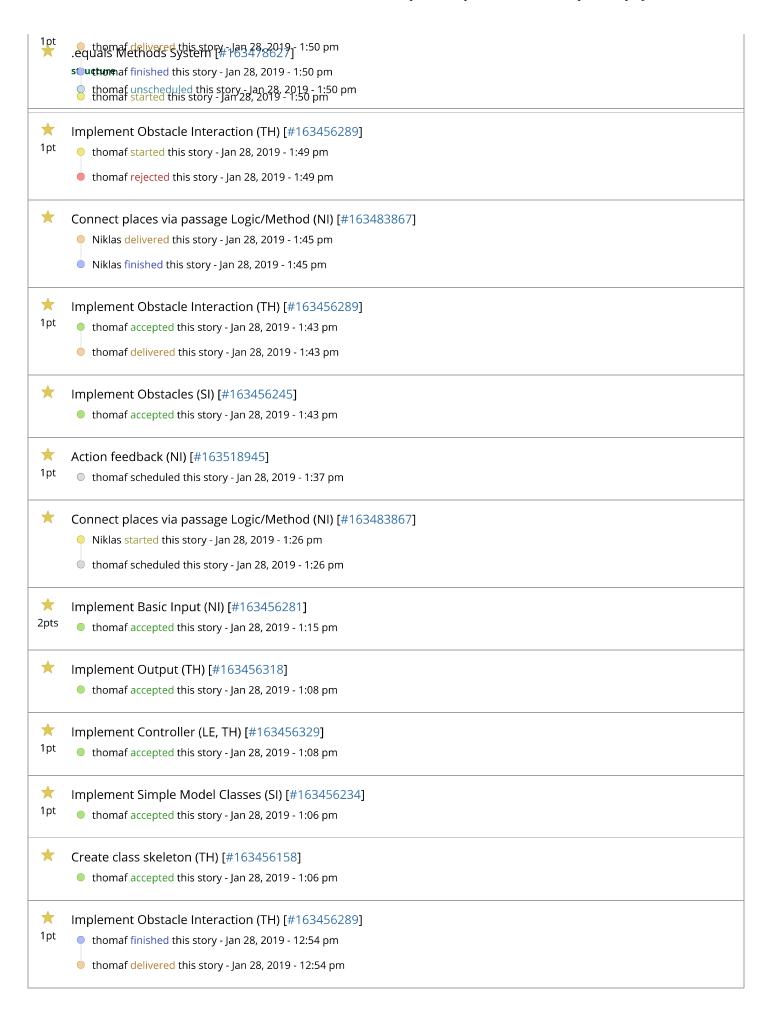
January 29, 2019



January 28, 2019

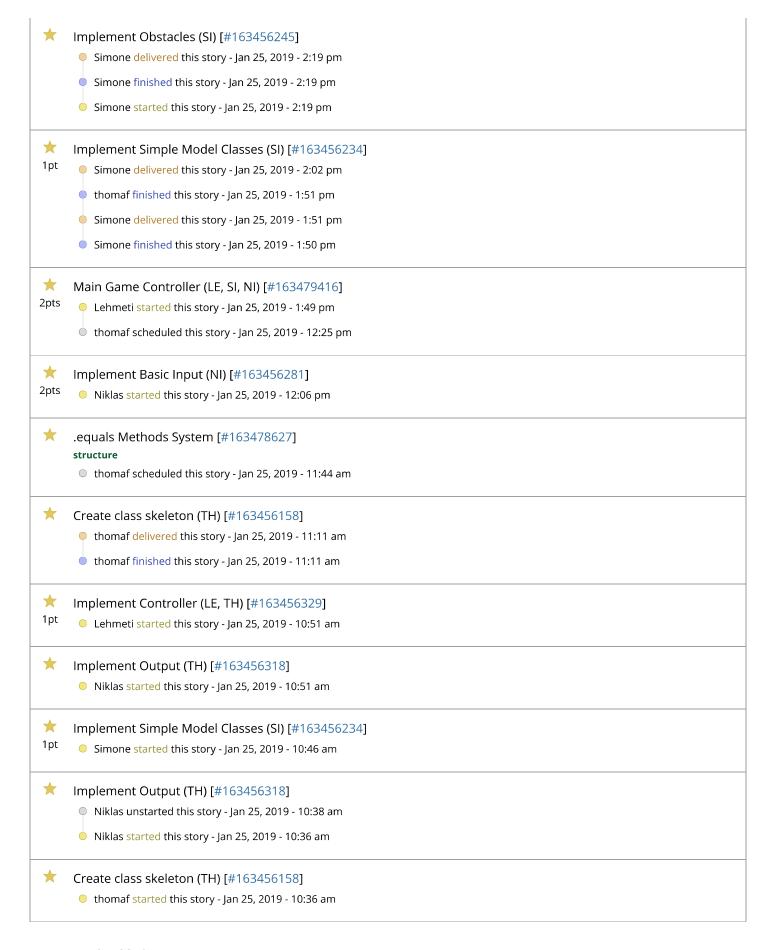


\bigstar	Difficulty Selection [#163519855]
	optional
	thomaf scheduled this story - Jan 28, 2019 - 5:45 pm
*	Make Input user friendly (NI) [#163483876]
2pts	user interface
	thomaf scheduled this story - Jan 28, 2019 - 5:45 pm
*	Advanced Obstacle (SI) [#163519591]
1pt	more complex interaction
	thomaf scheduled this story - Jan 28, 2019 - 5:45 pm
*	Checkpoints [#163526091]
1pt	more complex interaction, optional
	• thomaf scheduled this story - Jan 28, 2019 - 5:45 pm
*	Death [#163519719]
1pt	more complex interaction
	thomaf scheduled this story - Jan 28, 2019 - 5:45 pm
*	Advanced Items (SI, LE, TH) [#163519813]
1pt	more complex interaction
	thomaf scheduled this story - Jan 28, 2019 - 5:45 pm
*	Advanced Places (TH) [#163519923]
1pt	more complex interaction
	thomaf scheduled this story - Jan 28, 2019 - 5:45 pm
*	Multiple Paths [#163519885]
	O thomaf deleted this story - Jan 28, 2019 - 5:45 pm
*	Develop a World (LE) [#163519521]
1pt	thomaf unstarted this story - Jan 28, 2019 - 2:50 pm
	thomaf started this story - Jan 28, 2019 - 2:50 pm
	thomaf scheduled this story - Jan 28, 2019 - 2:50 pm
	C F (CL LE) [!!4.63F4003.4]
\bigstar	Game Ending (SI, LE) [#163518024]
	thomaf scheduled this story - Jan 28, 2019 - 2:01 pm line in the property of
*	Game Start (LE, SI) [#163518019]
	thomaf scheduled this story - Jan 28, 2019 - 2:01 pm
*	Connect places via passage Logic/Method (NI) [#163483867]
	• thomaf accepted this story - Jan 28, 2019 - 1:52 pm
	Action feedback (NI) [#163518945]

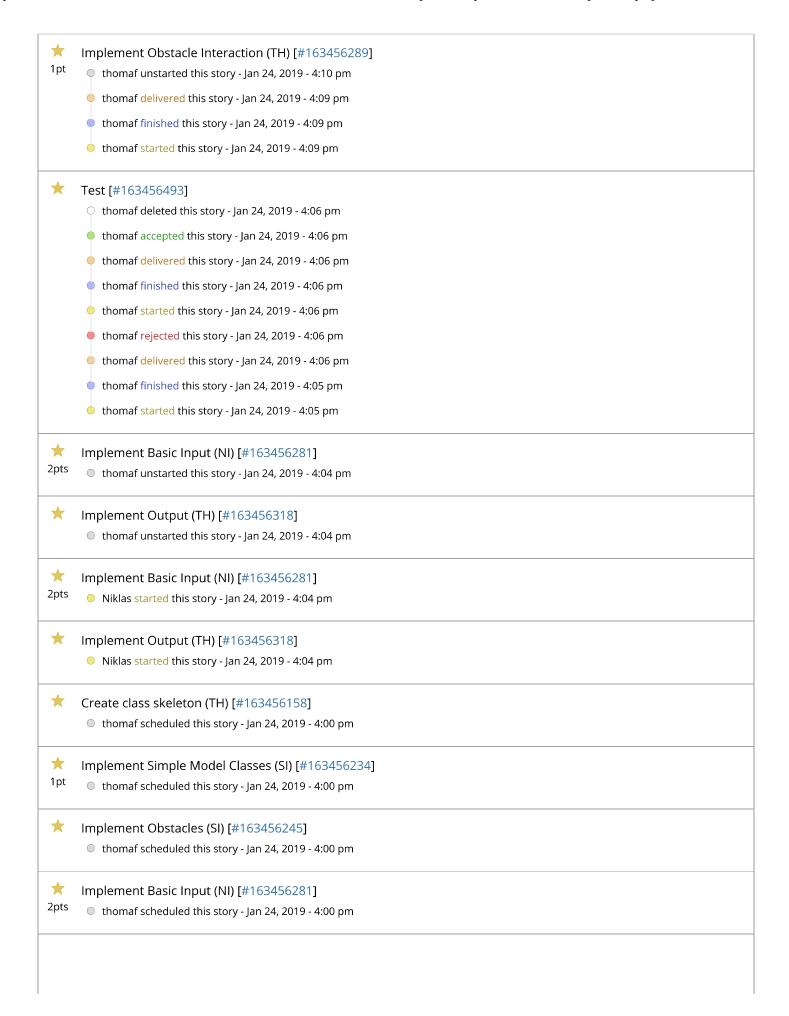


January 25, 2019

★ 2pts	Implement Basic Input (NI) [#163456281]
2pts	thomaf delivered this story - Jan 25, 2019 - 4:16 pm
	thomaf finished this story - Jan 25, 2019 - 4:16 pm
*	Implement Obstacle Interaction (TH) [#163456289]
1pt	• thomaf finished this story - Jan 25, 2019 - 4:09 pm
*	Implement Output (TH) [#163456318]
	thomaf delivered this story - Jan 25, 2019 - 3:44 pm
*	Implement Controller (LE, TH) [#163456329]
1pt	• thomaf delivered this story - Jan 25, 2019 - 3:44 pm
*	Implement Simple Model Classes (SI) [#163456234]
1pt	• thomaf delivered this story - Jan 25, 2019 - 3:44 pm
*	Implement Obstacles (SI) [#163456245]
	• thomaf delivered this story - Jan 25, 2019 - 3:44 pm
*	Implement Output (TH) [#163456318]
	• thomaf finished this story - Jan 25, 2019 - 3:19 pm
*	Implement Controller (LE, TH) [#163456329]
1pt	• thomaf finished this story - Jan 25, 2019 - 2:43 pm
*	Implement Obstacles (SI) [#163456245]
	• thomaf finished this story - Jan 25, 2019 - 2:27 pm
*	Implement Simple Model Classes (SI) [#163456234]
1pt	• thomaf finished this story - Jan 25, 2019 - 2:27 pm
*	Implement Obstacle Interaction (TH) [#163456289]
1pt	• thomaf started this story - Jan 25, 2019 - 2:19 pm
*	.equals Methods System [#163478627]
	 thomaf unstarted this story - Jan 25, 2019 - 2:19 pm
	• thomaf started this story - Jan 25, 2019 - 2:19 pm



January 24, 2019



1p	Implement Obstacle Interaction (TH) [#163456289] thomaf scheduled this story - Jan 24, 2019 - 4:00 pm	
*	Implement Output (TH) [#163456318] thomaf scheduled this story - Jan 24, 2019 - 4:00 pm	
1 p	Implement Controller (LE, TH) [#163456329] ot thomaf scheduled this story - Jan 24, 2019 - 4:00 pm	
*	Start using your new project **(double-click here)** [#163452406] thomaf deleted this story - Jan 24, 2019 - 1:12 pm Niklas rejected this story - Jan 24, 2019 - 1:12 pm Niklas delivered this story - Jan 24, 2019 - 1:12 pm Niklas finished this story - Jan 24, 2019 - 1:12 pm	