

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

★ Advanced Places (TH) [#163519923]
1pt **more complex interaction**
● thomaf **finished** this story - Feb 6, 2019 - 12:52 pm

★ World Class (TH) [#163519680]
structure
● thomaf **delivered** this story - Feb 6, 2019 - 11:09 am
● thomaf **finished** this story - Feb 6, 2019 - 11:09 am

★ Make Input user friendly (NI) [#163483876]
2pts **user interface**
● Niklas **finished** this story - Feb 6, 2019 - 11:08 am

February 4, 2019

★ Advanced Passages [#163621237]
more complex interaction
● thomaf **unscheduled** this story - Feb 4, 2019 - 11:42 am

February 1, 2019

★ Advanced Places (TH) [#163519923]
1pt **more complex interaction**
● thomaf **started** this story - Feb 1, 2019 - 2:03 pm

★ Advanced Items (SI, LE, TH) [#163519813]
1pt **more complex interaction**
● thomaf **started** this story - Feb 1, 2019 - 1:50 pm

★ Action feedback (NI) [#163518945]
1pt ● Niklas **started** this story - Feb 1, 2019 - 1:00 pm

★ Level Generator (LE) [#163483831]
3pts **optional**
● Lehmeti **started** this story - Feb 1, 2019 - 12:59 pm

★ 1pt	<p>World Class (TH) [#163519680] Advanced Obstacle (SI) [#163519591] structure more complex interaction</p> <ul style="list-style-type: none"> ● thomaf started this story - Feb 1, 2019 - 11:12 am ● Simone started this story - Feb 1, 2019 - 11:05 am
★ 1pt	<p>Campaing [#163647842]</p> <ul style="list-style-type: none"> ● thomaf scheduled this story - Feb 1, 2019 - 10:56 am
★ 2pts	<p>Make Input user friendly (NI) [#163483876] user interface</p> <ul style="list-style-type: none"> ● Niklas started this story - Feb 1, 2019 - 10:49 am
★ 1pt	<p>Campaing [#163647842]</p> <ul style="list-style-type: none"> ● thomaf unscheduled this story - Feb 1, 2019 - 10:43 am
★	<p>Game Ending (SI, LE) [#163518024]</p> <ul style="list-style-type: none"> ● thomaf accepted this story - Feb 1, 2019 - 10:17 am
★	<p>Game Start (LE, SI) [#163518019]</p> <ul style="list-style-type: none"> ● thomaf accepted this story - Feb 1, 2019 - 10:17 am
★	<p>Game Ending (SI, LE) [#163518024]</p> <ul style="list-style-type: none"> ● thomaf delivered this story - Feb 1, 2019 - 10:17 am
★	<p>Game Start (LE, SI) [#163518019]</p> <ul style="list-style-type: none"> ● thomaf delivered this story - Feb 1, 2019 - 10:17 am
★	<p>Game Ending (SI, LE) [#163518024]</p> <ul style="list-style-type: none"> ● thomaf finished this story - Feb 1, 2019 - 10:12 am
★	<p>Game Start (LE, SI) [#163518019]</p> <ul style="list-style-type: none"> ● thomaf finished this story - Feb 1, 2019 - 10:12 am
★ 3pts	<p>Basic graphical interface [#163619652] optional, user interface</p> <ul style="list-style-type: none"> ● thomaf scheduled this story - Feb 1, 2019 - 10:00 am
★ 2pts	<p>Make Input user friendly (NI) [#163483876] user interface</p> <ul style="list-style-type: none"> ● thomaf scheduled this story - Feb 1, 2019 - 9:57 am
★	<p>Play again (SI) [#163646589] user interface</p> <ul style="list-style-type: none"> ● thomaf scheduled this story - Feb 1, 2019 - 9:57 am
★ 1pt	<p>Main Menu [#163619113] optional, user interface</p>

★	● thomaf scheduled this story - Feb 1, 2019 - 9:57 am
World Class (TH) [#163519680]	structure ● thomaf scheduled this story - Feb 1, 2019 - 9:57 am
★ 2pts	Make Input user friendly (NI) [#163483876] user interface ● thomaf unscheduled this story - Feb 1, 2019 - 9:56 am
★ 1pt	Main Menu [#163619113] optional, user interface ● thomaf unscheduled this story - Feb 1, 2019 - 9:56 am
★	Play again (SI) [#163646589] user interface ● thomaf unscheduled this story - Feb 1, 2019 - 9:56 am
★	World Class (TH) [#163519680] structure ● thomaf unscheduled this story - Feb 1, 2019 - 9:56 am

January 31, 2019

★ 2pts	Main Game Controller (LE, SI, NI) [#163479416] ● thomaf accepted this story - Jan 31, 2019 - 3:05 pm
★ 1pt	Implement Obstacle Interaction (TH) [#163456289] ● thomaf accepted this story - Jan 31, 2019 - 3:05 pm
★ 1pt	Develop a World (LE) [#163519521] ● thomaf accepted this story - Jan 31, 2019 - 3:05 pm
★ 1pt	Action feedback (NI) [#163518945] ● thomaf rejected this story - Jan 31, 2019 - 3:04 pm
★	Advanced Passages [#163621237] more complex interaction ● thomaf scheduled this story - Jan 31, 2019 - 1:51 pm
★ 1pt	Nicer Text Output [#163483818] user interface ● thomaf scheduled this story - Jan 31, 2019 - 12:05 pm
★ 1pt	Main Menu [#163619113] optional, user interface ● thomaf scheduled this story - Jan 31, 2019 - 11:35 am

★	Make Input user friendly (NI) [#163483876]
1pt	Develop a World (LE) [#163519521]
2pts	● thomaf delivered this story - Jan 31, 2019 - 11:05 am
	● thomaf unstarted this story - Jan 31, 2019 - 11:19 am
	● thomaf finished this story - Jan 31, 2019 - 11:05 am
★	Make Input user friendly (NI) [#163483876]
2pts	user interface
	● thomaf started this story - Jan 31, 2019 - 9:59 am

January 30, 2019

★	Improve Obstacle Interactions [#163601552]
	○ Niklas deleted this story - Jan 30, 2019 - 8:26 pm
	● Niklas started this story - Jan 30, 2019 - 8:23 pm
★	Develop a World (LE) [#163519521]
1pt	● Lehmeti started this story - Jan 30, 2019 - 11:26 am

January 29, 2019

★	Game Ending (SI, LE) [#163518024]
	● Simone started this story - Jan 29, 2019 - 7:31 pm
★	Game Start (LE, SI) [#163518019]
	● Simone started this story - Jan 29, 2019 - 4:56 pm
★	Implement Obstacle Interaction (TH) [#163456289]
1pt	● thomaf delivered this story - Jan 29, 2019 - 12:12 pm
★	Main Game Controller (LE, SI, NI) [#163479416]
2pts	● thomaf delivered this story - Jan 29, 2019 - 12:12 pm
	● thomaf finished this story - Jan 29, 2019 - 12:12 pm
★	Implement Obstacle Interaction (TH) [#163456289]
1pt	● thomaf finished this story - Jan 29, 2019 - 12:12 pm

January 28, 2019

★	Level Generator (LE) [#163483831]
3pts	optional
	● thomaf scheduled this story - Jan 28, 2019 - 5:55 pm
★	World Class (TH) [#163519680]
	structure
	● thomaf scheduled this story - Jan 28, 2019 - 5:46 pm

★	Difficulty Selection [#163519855] optional <input type="radio"/> thomaf scheduled this story - Jan 28, 2019 - 5:45 pm
★ 2pts	Make Input user friendly (NI) [#163483876] user interface <input type="radio"/> thomaf scheduled this story - Jan 28, 2019 - 5:45 pm
★ 1pt	Advanced Obstacle (SI) [#163519591] more complex interaction <input type="radio"/> thomaf scheduled this story - Jan 28, 2019 - 5:45 pm
★ 1pt	Checkpoints [#163526091] more complex interaction, optional <input type="radio"/> thomaf scheduled this story - Jan 28, 2019 - 5:45 pm
★ 1pt	Death [#163519719] more complex interaction <input type="radio"/> thomaf scheduled this story - Jan 28, 2019 - 5:45 pm
★ 1pt	Advanced Items (SI, LE, TH) [#163519813] more complex interaction <input type="radio"/> thomaf scheduled this story - Jan 28, 2019 - 5:45 pm
★ 1pt	Advanced Places (TH) [#163519923] more complex interaction <input type="radio"/> thomaf scheduled this story - Jan 28, 2019 - 5:45 pm
★	Multiple Paths [#163519885] <input type="radio"/> thomaf deleted this story - Jan 28, 2019 - 5:45 pm
★ 1pt	Develop a World (LE) [#163519521] <input type="radio"/> thomaf unstarted this story - Jan 28, 2019 - 2:50 pm <input checked="" type="radio"/> thomaf started this story - Jan 28, 2019 - 2:50 pm <input type="radio"/> thomaf scheduled this story - Jan 28, 2019 - 2:50 pm
★	Game Ending (SI, LE) [#163518024] <input type="radio"/> thomaf scheduled this story - Jan 28, 2019 - 2:01 pm
★	Game Start (LE, SI) [#163518019] <input type="radio"/> thomaf scheduled this story - Jan 28, 2019 - 2:01 pm
★	Connect places via passage Logic/Method (NI) [#163483867] <input checked="" type="radio"/> thomaf accepted this story - Jan 28, 2019 - 1:52 pm
★	Action feedback (NI) [#163518945]

1pt	<div><div><div>★</div><div>thomaf delivered this story - Jan 28, 2019 - 1:50 pm</div></div><div><div>★</div><div>.equals Methods System [#163478627]</div></div><div><div>●</div><div>thomaf finished this story - Jan 28, 2019 - 1:50 pm</div></div><div><div>●</div><div>thomaf unscheduled this story - Jan 28, 2019 - 1:50 pm</div></div><div><div>●</div><div>thomaf started this story - Jan 28, 2019 - 1:50 pm</div></div></div>
1pt	<div><div><div>★</div><div>Implement Obstacle Interaction (TH) [#163456289]</div></div><div><div>●</div><div>thomaf started this story - Jan 28, 2019 - 1:49 pm</div></div><div><div>●</div><div>thomaf rejected this story - Jan 28, 2019 - 1:49 pm</div></div></div>
	<div><div><div>★</div><div>Connect places via passage Logic/Method (NI) [#163483867]</div></div><div><div>●</div><div>Niklas delivered this story - Jan 28, 2019 - 1:45 pm</div></div><div><div>●</div><div>Niklas finished this story - Jan 28, 2019 - 1:45 pm</div></div></div>
1pt	<div><div><div>★</div><div>Implement Obstacle Interaction (TH) [#163456289]</div></div><div><div>●</div><div>thomaf accepted this story - Jan 28, 2019 - 1:43 pm</div></div><div><div>●</div><div>thomaf delivered this story - Jan 28, 2019 - 1:43 pm</div></div></div>
	<div><div><div>★</div><div>Implement Obstacles (SI) [#163456245]</div></div><div><div>●</div><div>thomaf accepted this story - Jan 28, 2019 - 1:43 pm</div></div></div>
1pt	<div><div><div>★</div><div>Action feedback (NI) [#163518945]</div></div><div><div>●</div><div>thomaf scheduled this story - Jan 28, 2019 - 1:37 pm</div></div></div>
	<div><div><div>★</div><div>Connect places via passage Logic/Method (NI) [#163483867]</div></div><div><div>●</div><div>Niklas started this story - Jan 28, 2019 - 1:26 pm</div></div><div><div>●</div><div>thomaf scheduled this story - Jan 28, 2019 - 1:26 pm</div></div></div>
2pts	<div><div><div>★</div><div>Implement Basic Input (NI) [#163456281]</div></div><div><div>●</div><div>thomaf accepted this story - Jan 28, 2019 - 1:15 pm</div></div></div>
	<div><div><div>★</div><div>Implement Output (TH) [#163456318]</div></div><div><div>●</div><div>thomaf accepted this story - Jan 28, 2019 - 1:08 pm</div></div></div>
1pt	<div><div><div>★</div><div>Implement Controller (LE, TH) [#163456329]</div></div><div><div>●</div><div>thomaf accepted this story - Jan 28, 2019 - 1:08 pm</div></div></div>
1pt	<div><div><div>★</div><div>Implement Simple Model Classes (SI) [#163456234]</div></div><div><div>●</div><div>thomaf accepted this story - Jan 28, 2019 - 1:06 pm</div></div></div>
	<div><div><div>★</div><div>Create class skeleton (TH) [#163456158]</div></div><div><div>●</div><div>thomaf accepted this story - Jan 28, 2019 - 1:06 pm</div></div></div>
1pt	<div><div><div>★</div><div>Implement Obstacle Interaction (TH) [#163456289]</div></div><div><div>●</div><div>thomaf finished this story - Jan 28, 2019 - 12:54 pm</div></div><div><div>●</div><div>thomaf delivered this story - Jan 28, 2019 - 12:54 pm</div></div></div>

January 25, 2019

★ 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]
structure
● thomaf unstarted this story - Jan 25, 2019 - 2:19 pm
● thomaf started this story - Jan 25, 2019 - 2:19 pm

★	Implement Obstacles (SI) [#163456245]
	<ul style="list-style-type: none">● Simone delivered this story - Jan 25, 2019 - 2:19 pm● Simone finished this story - Jan 25, 2019 - 2:19 pm● Simone started this story - Jan 25, 2019 - 2:19 pm
★	Implement Simple Model Classes (SI) [#163456234]
1pt	<ul style="list-style-type: none">● Simone delivered this story - Jan 25, 2019 - 2:02 pm● thomaf finished this story - Jan 25, 2019 - 1:51 pm● Simone delivered this story - Jan 25, 2019 - 1:51 pm● Simone finished this story - Jan 25, 2019 - 1:50 pm
★	Main Game Controller (LE, SI, NI) [#163479416]
2pts	<ul style="list-style-type: none">● Lehmetsi started this story - Jan 25, 2019 - 1:49 pm● thomaf scheduled this story - Jan 25, 2019 - 12:25 pm
★	Implement Basic Input (NI) [#163456281]
2pts	<ul style="list-style-type: none">● Niklas started this story - Jan 25, 2019 - 12:06 pm
★	.equals Methods System [#163478627]
	structure <ul style="list-style-type: none">● thomaf scheduled this story - Jan 25, 2019 - 11:44 am
★	Create class skeleton (TH) [#163456158]
	<ul style="list-style-type: none">● thomaf delivered this story - Jan 25, 2019 - 11:11 am● thomaf finished this story - Jan 25, 2019 - 11:11 am
★	Implement Controller (LE, TH) [#163456329]
1pt	<ul style="list-style-type: none">● Lehmetsi started this story - Jan 25, 2019 - 10:51 am
★	Implement Output (TH) [#163456318]
	<ul style="list-style-type: none">● Niklas started this story - Jan 25, 2019 - 10:51 am
★	Implement Simple Model Classes (SI) [#163456234]
1pt	<ul style="list-style-type: none">● Simone started this story - Jan 25, 2019 - 10:46 am
★	Implement Output (TH) [#163456318]
	<ul style="list-style-type: none">● Niklas unstarted this story - Jan 25, 2019 - 10:38 am● Niklas started this story - Jan 25, 2019 - 10:36 am
★	Create class skeleton (TH) [#163456158]
	<ul style="list-style-type: none">● thomaf started this story - Jan 25, 2019 - 10:36 am

January 24, 2019

★	Implement Obstacle Interaction (TH) [#163456289]
1pt	<ul style="list-style-type: none">thomaf unstarted this story - Jan 24, 2019 - 4:10 pmthomaf delivered this story - Jan 24, 2019 - 4:09 pmthomaf finished this story - Jan 24, 2019 - 4:09 pmthomaf started this story - Jan 24, 2019 - 4:09 pm
★	Test [#163456493]
	<ul style="list-style-type: none">thomaf deleted this story - Jan 24, 2019 - 4:06 pmthomaf accepted this story - Jan 24, 2019 - 4:06 pmthomaf delivered this story - Jan 24, 2019 - 4:06 pmthomaf finished this story - Jan 24, 2019 - 4:06 pmthomaf started this story - Jan 24, 2019 - 4:06 pmthomaf rejected this story - Jan 24, 2019 - 4:06 pmthomaf delivered this story - Jan 24, 2019 - 4:06 pmthomaf finished this story - Jan 24, 2019 - 4:05 pmthomaf started this story - Jan 24, 2019 - 4:05 pm
★	Implement Basic Input (NI) [#163456281]
2pts	<ul style="list-style-type: none">thomaf unstarted this story - Jan 24, 2019 - 4:04 pm
★	Implement Output (TH) [#163456318]
	<ul style="list-style-type: none">thomaf unstarted this story - Jan 24, 2019 - 4:04 pm
★	Implement Basic Input (NI) [#163456281]
2pts	<ul style="list-style-type: none">Niklas started this story - Jan 24, 2019 - 4:04 pm
★	Implement Output (TH) [#163456318]
	<ul style="list-style-type: none">Niklas started this story - Jan 24, 2019 - 4:04 pm
★	Create class skeleton (TH) [#163456158]
	<ul style="list-style-type: none">thomaf scheduled this story - Jan 24, 2019 - 4:00 pm
★	Implement Simple Model Classes (SI) [#163456234]
1pt	<ul style="list-style-type: none">thomaf scheduled this story - Jan 24, 2019 - 4:00 pm
★	Implement Obstacles (SI) [#163456245]
	<ul style="list-style-type: none">thomaf scheduled this story - Jan 24, 2019 - 4:00 pm
★	Implement Basic Input (NI) [#163456281]
2pts	<ul style="list-style-type: none">thomaf scheduled this story - Jan 24, 2019 - 4:00 pm

★ 1pt	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
★ 1pt	Implement Controller (LE, TH) [#163456329] ● 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