










Filter		Show Closed Items:									
Quick Close		of <div><div>T</div><div></div><div>T</div></div>									
<input type="checkbox"/>	Title	ID	Owner	Status	Estimate	Detail Estimate	Done	Effort	To Do		
<input type="checkbox"/>	 Emulation: Reload a program	<div><div>S-</div><div>01001</div></div>	<div><div>Kurtis</div></div>	Future	3.00					H Reopen Story	
<input type="checkbox"/>	 Emulation: Connect UI events to Cube EventHandlers	<div><div>S-</div><div>01002</div></div>	<div><div>Ethan</div></div>	<div>In Progress</div>	10.00	10.00	8.50	1.00	H	Quick Close	
<input type="checkbox"/>	 Emulation: Loading a program	<div><div>S-</div><div>01003</div></div>	<div><div>Kurtis</div></div>	Accepted	5.00	5.00	5.00	0.00	H	Reopen Story	
<input type="checkbox"/>	 UI: Cube drag-and-drop with displacement	<div><div>S-</div><div>01005</div></div>	<div><div>Alex</div></div>		8.00	8.00	5.00	7.00	H	Quick Close	
<input type="checkbox"/>	 UI: Make rotate buttons not rotate with cube	<div><div>S-</div><div>01006</div></div>	<div><div>Alex</div></div>	Accepted	1.00	1.00	1.00	0.00	H	Reopen Story	
<input type="checkbox"/>	 Emulation: Ability to add images to Cubes in programs	<div><div>S-</div><div>01007</div></div>	<div><div>Kurtis</div></div>	Accepted	8.00	8.00	7.50	0.00	H	Reopen Story	
<input type="checkbox"/>	 Emulation: Ability to use Sifteo's Data class	<div><div>S-</div><div>01008</div></div>	<div><div>Richard</div></div>	Accepted	8.00				H	Reopen Story	
<input type="checkbox"/>	 Learn MWM	<div><div>S-</div><div>01009</div></div>	<div><div>Richard</div></div>	Accepted	4.00	4.00	4.00	0.00	H	Reopen Story	
<input type="checkbox"/>	 Sprint Write-Up	<div><div>S-</div><div>01010</div></div>	<div><div>Alex, Kurtis, Ethan, Richard</div></div>	Accepted	6.00				H	Reopen Story	