

p int:

Weeks 4 - 5

Repo ts:

Velocity Trend

Sprint Summary

Title	En	Date	Total Estimate	Detail Estimate	Total Done	Total To Do	rogress
urrent	eeeks						<div></div>

Backlog Details

Add Story Inline

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Move to Sprint

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<div></div> Title	ID	Owner	Status	Estimate	Detail Estimate	To Do
<div></div> <div></div> Emulation: Implement public Cube methods (see Sifteo API)	S-01011	Ethan		1.00		Plan Story
<div></div> <div></div> Emulation: Implement public Color methods (see Sifteo API)	S-01012	Ethan		4.00		Plan Story
<div></div> <div></div> Emulation: Implement public CubeSet methods (see Sifteo API)	S-01013	Ethan		4.00		Plan Story
<div></div> <div></div> Emulation: Implement Sprite class	S-01017	Kurtis		20.00		Plan Story
<div></div> <div></div> Emulation: Implement StateMachine class	S-01018	Alex		15.00		Plan Story
<div></div> <div></div> Documentation: Milestone 3	S-01019	Alex, Kurtis, Ethan, Richard		6.00		Plan Story
<div></div> <div></div> Application: Test Cube Actions	S-01020	Richard		8.00		Plan Story

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