

Backlog	(None)	In Progress	Completed	Summary
<div><div><div><div><div><div>S-01011</div><div>Emulation: Implement public Cube methods (see Sifteo API)</div><div>Accepted</div><div>Ethan1.00</div></div></div></div></div></div>			<div><div><div><div><div><div>Write tests for methods in Cube class</div><div>Ethan0.00</div></div></div></div><div><div><div><div><div><div>Implement Cube class methods</div><div>Ethan0.00</div></div></div></div></div></div></div></div>	<div>Test Results:</div> <div>To Do: 0.00</div>
<div><div><div><div><div><div>S-01012</div><div>Emulation: Implement public Color methods (see Sifteo API)</div><div>Ethan4.00</div></div></div></div></div></div>		<div><div><div><div><div><div>Write tests for Color class</div><div>Ethan0.00</div></div></div></div><div><div><div><div><div><div>Implement Color class methods</div><div>Ethan2.00</div></div></div></div></div></div></div></div>		<div>Test Results:</div> <div>To Do: 2.00</div>
<div><div><div><div><div><div>S-01013</div><div>Emulation: Implement public CubeSet methods (see Sifteo API)</div><div>Accepted</div><div>Ethan4.00</div></div></div></div></div></div>			<div><div><div><div><div><div>Write tests for methods in CubeSet class</div><div>Ethan0.00</div></div></div></div><div><div><div><div><div><div>Implement CubeSet class methods</div><div>Ethan0.00</div></div></div></div></div></div></div></div>	<div>Test Results:</div> <div>To Do: 0.00</div>
<div><div><div><div><div><div>S-01017</div><div>Emulation: Implement Sprite class</div><div>Accepted</div><div>Kurtis13.00</div></div></div></div></div></div>			<div><div><div><div><div><div>Write tests for SpriteData class</div><div>Kurtis0.00</div></div></div></div><div><div><div><div><div><div>Implement SpriteData class</div><div>Kurtis0.00</div></div></div></div><div><div><div><div><div><div>Write tests for displaying sprite images on cubes</div><div>Kurtis0.00</div></div></div></div><div><div><div><div><div><div>Implement rendering sprite images to cubes</div><div>Kurtis0.00</div></div></div></div></div></div></div></div></div></div></div></div>	<div>Test Results:</div> <div>To Do: 0.00</div>

			<div>Write tests for Sprite rotation and scaling</div> <div>Kurtis0.00</div> <div>Implement Sprite rotation and scaling</div> <div>Kurtis0.00</div> <div>Write tests for Sprite pivoting and paint masking</div> <div>Kurtis0.00</div> <div>Implement pivoting and paint masking</div> <div>Kurtis0.00</div>	
<div>S-01018</div> <div>Emulation: Implement StateMachine class</div> <div>In Progress</div> <div>Alex10.00</div>	<div>Implement Locking</div> <div>Alex2.00</div>	<div>Test Bucket</div> <div>Alex2.00</div> <div>Implement Transitions</div> <div>Alex3.00</div>	<div>Implement StateMachine Class</div> <div>Alex0.00</div>	<div>Test Results:</div> <div>To Do: 7.00</div>
<div>S-01019</div> <div>Documentation: Milestone 3</div> <div>Accepted</div> <div>Alex, Kurtis, Ethan, Richard6.00</div>			<div>Write Milestone</div> <div>Alex, Kurtis, Ethan, Richard0.00</div>	<div>Test Results:</div> <div>To Do: 0.00</div>
<div>S-01020</div> <div>Application: Test Cube Actions</div> <div>In Progress</div> <div>Richard8.00</div>		<div>Test Application</div> <div>Richard2.00</div>	<div>Brainstorm Application Ideas</div> <div>Richard0.00</div> <div>Create Application Solution and Outline</div> <div>Richard0.00</div> <div>Develop Application</div> <div>Richard0.00</div>	<div>Test Results:</div> <div>To Do: 2.00</div>