

Backlog

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<input type="checkbox"/> Title	ID	Owner	Priority	Estimate	Project	
<input type="checkbox"/>  Emulation: Reload a program	S-01001	Kurtis	Medium	3.00	Siftables-Emulator	Edit
<input type="checkbox"/>  Emulation: Connect UI events to Cube EventHandlers	S-01002	Ethan	Medium	10.00	Siftables-Emulator	Edit
<input type="checkbox"/>  Emulation: Loading a program	S-01003	Kurtis	High	5.00	Siftables-Emulator	Edit
<input type="checkbox"/>  UI: Cube drag-and-drop with displacement	S-01005	Alex	Medium	8.00	Siftables-Emulator	Edit
<input type="checkbox"/>  UI: Make rotate buttons not rotate with cube	S-01006	Alex	Medium	1.00	Siftables-Emulator	Edit
<input type="checkbox"/>  Emulation: Ability to add images to Cubes in programs	S-01007		Medium	8.00	Siftables-Emulator	Edit
<input type="checkbox"/>  Emulation: Ability to use Sifteo's Data class	S-01008		Medium	8.00	Siftables-Emulator	Edit
<input type="checkbox"/>  Learn MVM	S-01009	Richard	High	4.00	Siftables-Emulator	Edit
<input type="checkbox"/>  Sprint Write-Up	S-01010	Alex, Kurtis, Ethan, Richard	Medium	5.00	Siftables-Emulator	Edit
<input type="checkbox"/>  Emulation: Implement public Cube methods (see Sifteo API)	S-01011		Medium	6.00	Siftables-Emulator	Edit
<input type="checkbox"/>  Emulation: Implement public Color methods (see Sifteo API)	S-01012		Low	10.00	Siftables-Emulator	Edit
<input type="checkbox"/>  Emulation: Implement public CubeSet methods (see Sifteo API)	S-01013		Medium	6.00	Siftables-Emulator	Edit
<input type="checkbox"/>  Emulation: Implement Sound class	S-01014		Low	12.00	Siftables-Emulator	Edit
<input type="checkbox"/>  Emulation: Implement MathExt structs	S-01015		Low	8.00	Siftables-Emulator	Edit
<input type="checkbox"/>  Emulation: Implement Mathf class	S-01016		Low	8.00	Siftables-Emulator	Edit
<input type="checkbox"/>  Emulation: Implement Sprite class	S-01017		Medium	20.00	Siftables-Emulator	Edit
<input type="checkbox"/>  Emulation: Implement StateMachine class	S-01018		Medium	10.00	Siftables-Emulator	Edit
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