Sprint: [Weeks 6 - 7 ▼]

Reports: [Standup Dashboard]

Taskboard

1 - 13 of 13

Highlight Owner: [(All) ▼]   [Refresh]

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Show Closed Items:

Backlog	(None)	In Progress	Completed	Summary
S-01005 UI: Cube drag-and-drop with displacement [Future] Alex · 8.00			Modify drag-and-drop behavior Alex · 0.00	Test Results: To Do: 0.00
S-01012 Emulation: Implement public Color methods (see Sifteo API) [Accepted] Ethan · 4.00			Write tests for Color class Ethan · 0.00 Implement Color class methods Ethan · 0.00	Test Results: To Do: 0.00
S-01014 Emulation: Implement Sound class [Done] Kurtis · 8.00			Write Sound tests Kurtis · 0.00 Write code for Sound class Kurtis · 0.00	Test Results: To Do: 0.00
S-01015 Emulation: Implement MathExt structs [Accepted] Richard · 4.00			Write tests for MathExt class 0.00 Implement MathExt struct 0.00	Test Results: To Do: 0.00
S-01016 Emulation: Implement Mathf class [Accepted] Ethan · 4.00			Write tests for Mathf class Ethan · 0.00 Write code for Mathf class Ethan · 0.00	Test Results: To Do: 0.00
S-01018			Test Bucket Alex · 0.00	

Emulation: Implement StateMachine class Accepted Kurtis 10.00		Implement StateMachine Class Alex 0.00 Implement Transitions Alex 0.00 Implement Locking Alex 0.00	Test Results: To Do: 0.00
S-01020 Application: Test Cube Actions Accepted Richard 8.00		Brainstorm Application Ideas Richard 0.00 Create Application Solution and Outline Richard 0.00 Develop Application Richard 0.00 Test Application Richard 0.00	Test Results: To Do: 0.00
S-01021 Documentation: Milestone 4 Accepted Alex, Kurtis, Ethan, Richard 6.00		Write Milestone Alex, Kurtis, Ethan, Richard 0.00	Test Results: To Do: 0.00
S-01022 Prepare Project for Shipping Done Alex 2.00		Create Deployment Plan Alex 0.00	Test Results: To Do: 0.00
S-01023 Example game: Fractions Accepted Richard 6.00		Implement Fractions Richard 0.00	Test Results: To Do: 0.00
S-01024 Example game: Reflex game	Implement Reflex game Ethan 6.00		

Ethan 6.00				Test Results: To Do: 6.00
☐ S-01025 UI: Shake (Accepted) Alex 2.00			Implement Shake Alex 0.00	Test Results: To Do: 0.00
☐ S-01026 UI: Press (Accepted) Alex 2.00			Implement Press/Click Alex 0.00	Test Results: To Do: 0.00