

Retrospektiva:

**Keep:**

ukoncit projekt

**Stop:**

**Start:**

## Tímový projekt - Issues

#	Tracker	Status	Priority	Subject	Assignee	Updated	Target version	% Done
184	Support	New	Normal	[Modul hra] Testovanie turistickeho infoa spolu s detekciou objektov	Martin Petluš	04/03/2014 10:34 am	10	0
183	Support	New	Normal	[Modul vypocitania polohy] Testovanie vypoctu pozicie hlavy zo vsetkymi vstupmi	Martin Petluš	04/03/2014 10:33 am	10	0
182	Feature	New	Normal	[Modul hra] Prepnanie medzi hrou a turistickym info v lubovolnom case	Martin Petluš	04/03/2014 10:32 am	10	0
181	Feature	Closed	Normal	[Modul vypocitania polohy] Ziskat polohu hlavy v ramci okna	Martin Petluš	04/03/2014 10:29 am	09	100
180	Feature	New	Normal	[OpenCV] Detekcia objektov - video "Trencin"	Patrik Polatsek	04/03/2014 10:04 am	10	0
179	Feature	New	Normal	[OpenCV] Detekcia objektov - video "Bratislava"	Patrik Polatsek	04/03/2014 10:02 am	10	0
178	Feature	New	Normal	[OpenGL] otestovat realne posuvanie obrazu	Peter Hamar	04/03/2014 08:40 am	10	0
177	Feature	New	Normal	[OpenGL] optimalizovat spustanie aplikacie	Peter Hamar	04/03/2014 08:41 am	10	0
176	Support	New	Normal	[Mobil] Spustanie aplikacie	Róbert Sabol	04/02/2014 05:21 pm	10	0
175	Support	New	Normal	[Mobil] Testovanie interakcie	Róbert Sabol	04/02/2014 05:20 pm	10	0
174	Support	New	Normal	Navrh plagatu	Róbert Sabol	04/02/2014 05:20 pm	10	0
173	Feature	New	Normal	[Kamera] Video zacyklit	Lukas Sekerak	04/02/2014 05:16 pm	10	0
172	Feature	In Progress	Normal	[OpenCV] Analyza detekcie pre video "Bratislava"	Patrik Polatsek	03/31/2014 09:30 pm	09	100
171	Feature	New	Normal	[Kinect] prerobenie bodov kalibrácie	Jakub Mercz	04/03/2014 10:17 am	10	0
170	Bug	Resolved	Normal	[Mobil] Refactorovat vsetko zle	Róbert Sabol	04/03/2014 12:09 pm	09	100
169	Feature	Resolved	Normal	[Mobil] Pridat prepnanie medzi turistom a hrou	Róbert Sabol	04/03/2014 12:09 pm	09	100

168	Feature	Closed	Normal	[Hra] Zrefaktorovat stavy	Lukas Sekerak	04/03/2014 12:09 pm	09	100
167	Bug	Closed	Normal	Oprava renderovania textu o turistickom infe	Martin Petluš	04/03/2014 10:28 am	09	100
166	Feature	Closed	Normal	Ako sa bude volit hra, alebo turisticke info	Martin Petluš	04/03/2014 10:28 am	09	100
165	Feature	Closed	Normal	Vysvietit detekovany objekt	Martin Petluš	04/03/2014 10:28 am	09	100
164	Bug	Closed	Normal	Zastarale graficke ovladace	Martin Petluš	03/27/2014 12:37 pm	08	100
163	Support	Closed	Normal	Objektovo orientovany mapovac	Martin Petluš	03/27/2014 12:37 pm	08	100
162	Bug	Closed	Normal	[OpenGL] opravit algoritmus narazu	Peter Hamar	03/23/2014 01:24 pm	09	100
161	Feature	Closed	Normal	[OpenGL] sfinalozovat hru lietadlo	Peter Hamar	04/01/2014 12:43 pm	09	100
160	Bug	Resolved	High	Dlhé spúšťanie kinectu	Jakub Mercz	03/26/2014 05:40 pm	09	100
159	Feature	Closed	Normal	[Repozitar] RELEASE verzia projektu	Patrik Polatsek	03/20/2014 09:40 am	08	100
158	Support	Closed	High	[TP Cup] Upravit clanok na iit src	Patrik Polatsek	03/20/2014 09:40 am	08	100
157	Feature	Closed	Normal	[Mobil] Hlasova interakcia s turistickou castou	Róbert Sabol	03/20/2014 09:40 am	08	100
156	Support	Closed	Normal	Zabezpečiť štipce + výkres	Peter Hamar	03/14/2014 07:17 pm	08	100
155	Feature	Closed	Normal	[OpenGL] Zobrazit cas hrania hry	Peter Hamar	03/14/2014 07:15 pm	08	100
154	Bug	Closed	Normal	[OpenGL] zmenit farbu horizontu	Peter Hamar	03/13/2014 01:48 pm	08	100
153	Feature	Closed	Normal	[OpenGL] vytvorit ochrannne pasmo	Peter Hamar	03/13/2014 01:48 pm	08	100
152	Feature	Closed	Normal	[OpenCV] Detekcia horizontu - odstranenie chyb v detekcii	Patrik Polatsek	03/20/2014 09:40 am	08	100

151	Bug	Closed	Normal	[Carlos] Stream kamery	Lukas Sekerak	03/27/2014 12:37 pm	08	100
150	Feature	Resolved	Normal	[OpenCV] SiftGPU verzia - deskriptor matcher	Patrik Polatsek	03/31/2014 09:27 pm	09	100
149	Feature	Resolved	Normal	[OpenCV] SiftGPU verzia - zakomponovanie do projektu	Patrik Polatsek	03/31/2014 09:27 pm	09	100
148	Feature	Closed	Normal	[OpenCV] SiftGPU verzia - extrakcie deksriptorov	Patrik Polatsek	03/09/2014 09:38 pm	08	100
147	Feature	Closed	Normal	[Carlos] Testovanie	Lukas Sekerak	03/27/2014 12:38 pm	08	100
146	Feature	Closed	Normal	[Kinect] Riešenie problémov kalibrácie	Jakub Mercz	03/27/2014 12:38 pm	08	100
145	Feature	Closed	Normal	[Kinect] Experimentácia s kalibráciou	Jakub Mercz	03/20/2014 09:37 am	08	100
144	Bug	Closed	Normal	[Mobil] Fixnut odosielanie Command prikazov	Róbert Sabol	03/20/2014 09:37 am	08	100
143	Feature	Closed	Normal	[Mobil] Interakcia s turistickou aplikaciou	Róbert Sabol	03/20/2014 09:37 am	08	100
142	Bug	Closed	Normal	[OpenGL] zobrazit v okne iba lietadlo a horizont	Peter Hamar	03/07/2014 06:35 pm	08	100
141	Feature	Closed	Normal	[OpenGL] podporovat viacero druhov lietadiel	Peter Hamar	03/08/2014 03:27 pm	08	100
140	Bug	Closed	Normal	[OpenGL] zmenit farbu lietadla	Peter Hamar	03/08/2014 03:44 pm	08	100
139	Feature	Closed	Normal	[OpenCV] Vyber zdetegovanych objektov	Patrik Polatsek	03/20/2014 09:36 am	08	100
138	Support	Closed	Normal	[OpenCV] Analyza thresholdu pre vyber zdetegovaneho objektu	Patrik Polatsek	03/20/2014 09:37 am	08	100
137	Feature	Closed	Normal	Zobrazovat turisticke info	Martin Petluš	03/27/2014 12:38 pm	08	100
136	Bug	Closed	Normal	Analiza modulu hry	Martin Petluš	03/06/2014 10:01 am	07	100
135	Feature	Closed	Normal	[Carlos] Refaktorizacia kodu	Lukas Sekerak	03/06/2014 10:00 am	07	100

134	Feature	Closed	Normal	[OpenCV] Nacitanie/zapis deskriptorov zo/do suboru	Patrik Polatsek	03/02/2014 04:10 pm	07	100
133	Feature	Closed	Normal	[Repozitar] Pripravit OpenCV pre RELEASE verziu vo vsetkych moduloch	Patrik Polatsek	02/28/2014 11:46 pm	07	100
132	Feature	Closed	Normal	[OpenCV] "Vypnutie" horizontu	Patrik Polatsek	02/28/2014 11:45 pm	07	100
131	Feature	Closed	Normal	[Repozitar] Spravit poriadok s kniznicami	Lukas Sekerak	03/06/2014 10:00 am	07	100
130	Feature	Closed	Normal	[Databaza] Implementacia selektu	Lukas Sekerak	03/06/2014 10:00 am	07	100
129	Feature	Closed	Normal	[TCP] Pridat funkcionalitu	Lukas Sekerak	03/06/2014 10:00 am	07	100
128	Bug	Closed	Normal	[TCP] Osetrit chyby	Lukas Sekerak	03/06/2014 10:00 am	07	100
127	Bug	Closed	Normal	[Kamera] Osetrit koniec streamu z kamery	Lukas Sekerak	03/06/2014 10:00 am	07	100
126	Feature	Closed	Normal	[TextPosModule] Analyza kalibracie	Martin Petluš	03/06/2014 10:00 am	07	100
125	Feature	Closed	Normal	[TextPosModule] Testovanie vstupu a výstupu do modulu	Martin Petluš	03/06/2014 10:00 am	07	100
124	Feature	Closed	Normal	[OpenGL] Základné zobrazovanie textu	Martin Petluš	03/06/2014 10:00 am	07	100
123	Feature	Closed	Normal	[OpenGL] testovanie ovladania	Peter Hamar	03/06/2014 10:00 am	07	100
122	Feature	Closed	Normal	[OpenGL] zakomponovanie horizontu do hry	Peter Hamar	02/21/2014 08:37 pm	07	100
121	Feature	Closed	Normal	[OpenGL] prevzatie a zobrazenie horizontu na scene	Peter Hamar	02/27/2014 09:53 am	07	100
120	Feature	Closed	Normal	[Kinect] Implementácia nového spôsobu kalibrácie kinectu	Jakub Mercz	03/06/2014 09:59 am	07	100
119	Feature	Closed	Normal	[Kinect] Analýza nových spôsobov kalibrácie kinectu	Jakub Mercz	03/06/2014 09:59 am	07	100
118	Feature	Closed	Normal	[Kinect] Testovanie a úprava kalibrácie kinectu	Jakub Mercz	03/06/2014 10:22 am	07	100

117	Feature	Closed	Normal	[Mobil] Pridanie prvkov na interakciu	Róbert Sabol	03/06/2014 09:59 am	07	100
116	Feature	Closed	Normal	[Mobil] Vytvorenie obrazovky na interakciu s turistickou appkou	Róbert Sabol	03/06/2014 09:59 am	07	100
115	Feature	Closed	Normal	[Mobil] Odosielanie GPS dat	Róbert Sabol	03/06/2014 09:59 am	07	100
114	Feature	Closed	Normal	[Mobil] Prijatie signalu o spusteni videa	Róbert Sabol	03/06/2014 09:59 am	07	100
113	Feature	Closed	Normal	[Mobil] Nastavenie pohyboveho ovladania	Róbert Sabol	03/06/2014 09:59 am	07	100
112	Feature	Closed	Normal	[Mobil] Zadavanie IP adresy v aplikacii	Róbert Sabol	03/06/2014 09:59 am	07	100
111	Feature	Closed	Normal	[OpenCV] Testovanie/uprava detekcie horizontu na zaklade videa	Patrik Polatsek	02/24/2014 01:05 pm	07	100
110	Feature	Closed	Normal	[OpenCV] Casova analyza detekcie objektov	Patrik Polatsek	03/06/2014 09:57 am	07	100
109	Feature	Closed	Normal	[OpenCV] Testovanie/uprava detekcie objektov na zaklade videa	Patrik Polatsek	03/06/2014 09:57 am	07	100
108	Support	Closed	Normal	[Mobil] vlozenie doxygen komentarov	Róbert Sabol	12/11/2013 04:19 pm	06	100
107	Support	Closed	Normal	[Poloha] Vlozenie Doxygen komentarov	Martin Petluš	12/11/2013 04:04 pm	06	100
106	Feature	Closed	Normal	[Architektura] Doxygen komentare		12/09/2013 12:18 pm		0
105	Feature	Closed	Normal	[Architektura] Prepojenie modulu hry - tcp servera - androidu		12/09/2013 12:15 pm		0
104	Feature	Closed	Normal	[OpenGL] Opravenie spojenia s lukasovou castou	Peter Hamar	12/09/2013 10:28 am	05	100
103	Support	Closed	Normal	[OpenGL] Napojenie na git, gerrit a doxygen komentare, spojenie s lukasovou castou	Peter Hamar	12/09/2013 09:42 am	04	100
102	Support	Closed	High	[Dokumentacia] 2. kontrolny bod		12/15/2013 11:57 am	06	100
101	Support	Closed	Normal	[OpenCV] vlozenie doxygen komentárov	Patrik Polatsek	12/08/2013 09:23 pm	06	100

98	Bug	Closed	Normal	[OpenCV] opravit chybu s heap vo vs 2012	Patrik Polatsek	12/08/2013 08:21 pm	06	100
97	Bug	Closed	Normal	[OpenCV] opravit modul spracovania obrazu	Patrik Polatsek	12/08/2013 08:21 pm	06	100
96	Bug	Closed	Normal	Git - pouzit systemove premenne namiesto priamych ciest (OpenCV)	Martin Petluš	12/15/2013 12:12 pm	05	100
95	Bug	Closed	Normal	Nainstalov programy na pc v skole	Martin Petluš	12/15/2013 12:13 pm	04	100
94	Bug	Closed	Normal	Dokoncenie Gerritu	Martin Petluš	12/15/2013 12:14 pm	04	100
93	Bug	Closed	Normal	[Poloha] Testovanie mojho kodu	Martin Petluš	12/15/2013 12:15 pm	03	100
92	Feature	Closed	Normal	[Poloha] Zabalit moj kod do C++ tried (prispodobit to nasmu projektu)	Martin Petluš	12/15/2013 12:15 pm	03	100
91	Support	Closed	Normal	Git spravit na PC v skole - rozbehat projekt	Martin Petluš	12/10/2013 03:18 pm	06	100
90	Feature	Closed	Normal	[Kinect] Určenie vstupných bodov pre inicializáciu v reálnom priestore	Jakub Mercz	12/15/2013 12:05 pm	06	100
89	Feature	Closed	Normal	[Kinect] Detekcia bodov pre inicializáciu	Jakub Mercz	12/15/2013 12:06 pm	06	100
88	Feature	Closed	Normal	[OpenGL] prepojit sa s robom - ovladanie pomocou mobilu	Peter Hamar	12/09/2013 09:57 am	06	100
87	Support	Closed	Normal	[OpenGL] Nastavenie kniznic	Peter Hamar	12/08/2013 09:15 pm	06	100
86	Support	Closed	Normal	[OpenGL] vlozenie doxygen komentarov	Peter Hamar	12/08/2013 09:15 pm	06	100
85	Support	New	Normal	[Mobil] Vlozit Controller do Gitu	Róbert Sabol	12/15/2013 11:56 am		0
84	Support	Closed	Normal	[Mobil] Otestovanie ovladania hry	Róbert Sabol	12/08/2013 09:14 pm	06	100
83	Support	Closed	Normal	[Mobil] Pripravit GPS instalacku na web	Róbert Sabol	12/08/2013 09:13 pm	06	100
82	Feature	Closed	Normal	[OpenCV] zaclenenie modulu spracovania obrazu do projektu	Patrik Polatsek	12/08/2013 09:12 pm	05	100

81	Feature	Closed	Normal	[OpenCV] finalizacia detekcie horizontu	Patrik Polatsek	12/08/2013 09:12 pm	05	100
78	Bug	Closed	Normal	[Mobil] Prerobit server cast	Róbert Sabol	12/15/2013 12:05 pm	05	100
77	Feature	Closed	Normal	[Mobil] Voice recognition	Róbert Sabol	12/11/2013 04:17 pm	05	100
76	Feature	Closed	Normal	[Kinect] Vypocet transformacnej matice	Jakub Mercz	12/08/2013 09:10 pm	05	100
75	Feature	Closed	Normal	[Mobil] Vytvorit zalozne ovladanie	Róbert Sabol	12/11/2013 04:17 pm	05	100
74	Feature	Closed	Normal	[Mobil] Prispособenie vzhladu GPS	Róbert Sabol	12/11/2013 04:17 pm	05	100
73	Feature	Closed	Normal	[Mobil] Pridanie GPS modulu	Róbert Sabol	12/15/2013 12:03 pm	05	100
72	Support	Closed	Normal	[Kinect] Dummy modul	Jakub Mercz	12/08/2013 09:07 pm	05	100
71	Support	Closed	Normal	[Mobil] Refaktoring GPS logger	Róbert Sabol	12/08/2013 09:06 pm	05	100
70	Feature	Closed	Normal	[OpenCV] uprava funkcionality detekcie objektov do projektu	Patrik Polatsek	11/27/2013 10:07 pm	04	100
69	Feature	Closed	Normal	[OpenCV] funkcia vracajuca polohu oblohy	Patrik Polatsek	12/15/2013 12:14 pm	04	100
68	Feature	Closed	Normal	[OpenCV] fake funkcionality modulu spracovania obrazu	Patrik Polatsek	11/27/2013 09:53 pm	04	100
67	Feature	Closed	Normal	[Android] Fake gps pozicia	Lukas Sekerak	12/08/2013 09:05 pm	04	100
66	Feature	Closed	Normal	[Carlos] Integracia modulov	Lukas Sekerak	12/08/2013 09:04 pm	04	100
65	Feature	Closed	Normal	[Architektura] Konfiguracia pre Carlos	Lukas Sekerak	12/08/2013 09:02 pm	04	100
64	Feature	Closed	Normal	[OpenGL] Zobrazenie textu v hre	Peter Hamar	11/26/2013 06:10 pm	04	100
63	Feature	Closed	Normal	[OpenGL] Vytvorenie hernej logiky	Peter Hamar	12/08/2013 09:00 pm	04	100



61	Feature	Closed	Normal	[OpenGL] Dokoncit zobrazenie videa	Peter Hamar	12/08/2013 12:04 pm	04	100
60	Support	Closed	Normal	[Dokumentacia] Projektova dokumentacia a Dokumentacia riadenia		12/02/2013 09:15 pm	03	100
59	Feature	Closed	Normal	Instalacia gerritu	Martin Petluš	12/11/2013 04:30 pm	03	100
58	Feature	Closed	Normal	Redmine	Martin Petluš	12/15/2013 12:18 pm	01	100
57	Feature	Closed	Normal	[Architektura] Spracovanie sprav z Androidu	Lukas Sekerak	12/11/2013 04:28 pm	04	100
56	Feature	Closed	Normal	[Architektura] Riadiaci modul	Lukas Sekerak	12/11/2013 04:27 pm	04	100
55	Feature	Closed	Normal	[OpenGL] Drzat lietadlo na horizontom	Peter Hamar	12/11/2013 04:35 pm	03	100
54	Feature	Closed	Normal	[OpenGL] Pripravienie sceny za lietadlom	Peter Hamar	12/11/2013 04:36 pm	03	100
53	Feature	Closed	Normal	[Databaza] OOP Mapovac a DB Service	Lukas Sekerak	12/11/2013 04:31 pm	03	100
52	Feature	Closed	Normal	[Architektura] Vygenerovanie diagramov a dokumentacie	Lukas Sekerak	12/11/2013 04:31 pm	03	100
51	Feature	Closed	Normal	[OpenCV] detekcia horizontu	Patrik Polatsek	12/09/2013 11:01 am	03	100
50	Feature	Closed	Normal	[Kinect] Vypocet suradnic bodu z pohladu kinectu	Jakub Mercz	11/17/2013 05:40 pm	03	100
49	Support	Closed	High	Vytvorenie stranky timu	Martin Petluš	12/15/2013 02:42 pm	01	100
48	Feature	Closed	High	Rozbehnanie servera	Martin Petluš	12/15/2013 02:41 pm	01	100
47	Feature	Closed	High	Rozbehnanie gitu	Martin Petluš	12/15/2013 02:41 pm	02	100
46	Feature	Closed	Normal	[OpenCV] uprava spracovania/registracie obrazu	Patrik Polatsek	11/12/2013 05:33 pm	03	100
45	Feature	Closed	Normal	[OpenGL] Vypisovanie textu v okne	Peter Hamar	11/16/2013 09:03 pm	01	100

44	Feature	Closed	Normal	[Kinect] Rozpoznávanie hlavy	Jakub Mercz	12/11/2013 04:15 pm	03	100
43	Support	Closed	Normal	[Kinect] nainštalovať knižnicu pre Kinect	Jakub Mercz	11/08/2013 03:00 pm	01	100
42	Support	Closed	Normal	[OpenGL] Nastudovať základy OpenGL	Peter Hamar	11/17/2013 03:15 pm	01	100
41	Feature	Closed	Normal	[Mobil] ukladanie gest	Róbert Sabol	11/08/2013 02:32 pm	01	100
40	Support	Closed	Normal	[Architektúra] prvotná analýza architektúry	Lukas Sekerak	11/16/2013 09:02 pm	01	100
39	Support	Closed	Normal	[OpenCV] nastudovať základy OpenCV	Martin Petluš	12/15/2013 04:02 pm	01	100
38	Support	Closed	Normal	[OpenCV] preskúvať dostupné metódy na detekciu objektov	Patrik Polatsek	12/09/2013 11:01 am	01	100
37	Support	Closed	Normal	[Mobil] analýza kódov na rozoznávanie gest	Róbert Sabol	11/08/2013 02:14 pm	01	100
36	Feature	Closed	Normal	[Mobil] ukladať gps polohu		11/08/2013 02:12 pm	01	100
35	Feature	Closed	Normal	[Architektúra] Fake ovládanie	Lukas Sekerak	12/11/2013 04:31 pm	03	100
34	Feature	Closed	Normal	[OpenGL] Pohyby 3D modelom	Peter Hamar	11/16/2013 09:06 pm	03	100
33	Feature	Closed	Normal	[Kinect] detekcia tváre	Jakub Mercz	12/11/2013 04:40 pm	02	100
32	Feature	Closed	Normal	[Mobil] TCP komunikácia z Androidu	Róbert Sabol	12/11/2013 04:40 pm	02	100
31	Feature	Closed	Normal	[TCP] TCP modul do C++ projektu	Lukas Sekerak	12/11/2013 04:40 pm	02	100
30	Support	Closed	Normal	Doxygen		12/02/2013 09:16 pm	03	100
29	Feature	Closed	Normal	[OpenCV] rozoznávanie objektu na obrázku	Patrik Polatsek	12/11/2013 04:40 pm	02	100
28	Feature	Closed	Normal	[OpenGL] Pridanie 3D modelu	Peter Hamar	12/11/2013 04:40 pm	02	100

27	Support	Closed	Normal	[OpenCV] analyzovat a pouzít kody M. Ranceva	Patrik Polatsek	12/11/2013 04:40 pm	02	100
26	Feature	Closed	Normal	[Databaza] Zedefinovanie entít ktoré sú v databáze	Lukas Sekerak	12/11/2013 04:40 pm	02	100
25	Feature	Closed	Normal	[Databaza] C++ Wrapper, pripojiť sa na databázu	Lukas Sekerak	12/11/2013 04:40 pm	02	100
24	Feature	Closed	Normal	[Architektura] Prototyp	Lukas Sekerak	12/11/2013 04:40 pm	02	100
23	Feature	Closed	Normal	[Architektura] Hlavný algoritmus	Lukas Sekerak	12/11/2013 04:40 pm	02	100
22	Feature	Closed	Normal	[Architektura] Nacítavanie DLL suborov	Lukas Sekerak	12/11/2013 04:40 pm	02	100
21	Feature	Closed	Normal	[Architektura] Definovanie tried pre moduly	Lukas Sekerak	12/11/2013 04:40 pm	02	100
20	Support	Closed	High	[TP Cup] Prihlaska do súťaže	Patrik Polatsek	12/11/2013 04:40 pm	02	100
18	Feature	Closed	Normal	[OpenGL] Praca na jednoduchej hre	Peter Hamar	12/11/2013 04:40 pm	02	100
17	Feature	Closed	Normal	[OpenCV] registrácia obrazu	Patrik Polatsek	12/11/2013 04:40 pm	02	100
16	Feature	Closed	Normal	[Mobil] demo pre rozpoznávanie miest	Róbert Sabol	12/11/2013 04:40 pm	02	100
14	Feature	Closed	Normal	[Architektura] Nacítanie videa	Lukas Sekerak	12/11/2013 04:40 pm	02	100
13	Feature	Closed	Normal	[Architektura] Thread cast	Lukas Sekerak	12/11/2013 04:40 pm	02	100
12	Feature	Closed	Normal	[Architektura] TCP socket cast	Lukas Sekerak	12/11/2013 04:40 pm	02	100
11	Support	Closed	Normal	[Databaza] Nainštalovať databázu	Lukas Sekerak	12/11/2013 04:40 pm	02	100
10	Support	Closed	Normal	[Architektura] Analýza a definovanie interfaces	Lukas Sekerak	12/11/2013 04:40 pm	02	100
9	Support	Closed	High	[Architektura] definovať aké vstupy a výstupy má každý modul		12/11/2013 04:40 pm	02	100

8	Feature	Closed	Normal	[Kinect] hĺbkova informácia	Jakub Mercz	12/11/2013 04:40 pm	02	100
6	Feature	Closed	Normal	[OpenGL] Odkúšať objavujúce sa a miznúce objekty	Peter Hamar	12/11/2013 04:40 pm	02	100
5	Feature	Closed	Normal	[Poloha] modul na vypočet polohy objektov na okne	Martin Petluš	12/15/2013 02:41 pm	02	100
4	Feature	Closed	Normal	[OpenCV] detekcia objektov so streetview fotkami	Patrik Polatsek	11/02/2013 11:22 pm	02	100
3	Feature	Closed	Normal	natocit videa s gps informáciou		10/24/2013 11:59 am	02	100
2	Feature	Closed	Normal	vytvorit webstranku projektu	Martin Petluš	12/15/2013 02:40 pm	01	100
1	Feature	Closed	Normal	[OpenCV] prvý prototyp modulu detekcie objektov	Patrik Polatsek	11/17/2013 02:42 pm	01	100

