

[ES-6] [GUI - logická časť I](#) Created: 12/Oct/16 Updated: 06/Nov/16 Resolved: 06/Nov/16

<b>Status:</b>	Done
<b>Project:</b>	<a href="#">EduSim</a>
<b>Component/s:</b>	None
<b>Affects Version/s:</b>	None
<b>Fix Version/s:</b>	None

<b>Type:</b>	Story	<b>Priority:</b>	Medium
<b>Reporter:</b>	<a href="#">Branislav Makan</a>	<b>Assignee:</b>	<a href="#">Ivan Gulis</a>
<b>Resolution:</b>	Done	<b>Votes:</b>	0
<b>Labels:</b>	None		
<b>Σ Remaining Estimate:</b>	0 minutes	<b>Remaining Estimate:</b>	Not Specified
<b>Σ Time Spent:</b>	3 days, 1 hour	<b>Time Spent:</b>	Not Specified
<b>Σ Original Estimate:</b>	1 day, 3 hours	<b>Original Estimate:</b>	Not Specified

<b>Sub-Tasks:</b>	<b>Key</b>	<b>Summary</b>	<b>Type</b>	<b>Status</b>	<b>Assignee</b>
	<a href="#">ES-48</a>	<a href="#">Toolbox</a>	Sub-task	Done	Ivan Gulis
	<a href="#">ES-49</a>	<a href="#">Merge výsledkov z Audiho</a>	Sub-task	Done	Ivan Gulis
	<a href="#">ES-51</a>	<a href="#">Debug okno</a>	Sub-task	Done	Ivan Gulis
	<a href="#">ES-54</a>	<a href="#">Scrollovanie</a>	Sub-task	Done	Ivan Gulis
<b>Sprint:</b>	Sprint II - Bentley				
<b>Story Points:</b>	8				

#### Description

Implementácia funkcionality GUI - toolbox a debug log. Mergnutie výsledkov z predchádzajúceho sprintu.

[ES-10] [Lokalizácia - resource files](#) Created: 12/Oct/16 Updated: 07/Nov/16 Resolved: 07/Nov/16

<b>Status:</b>	Done
<b>Project:</b>	<a href="#">EduSim</a>
<b>Component/s:</b>	None
<b>Affects Version/s:</b>	None
<b>Fix Version/s:</b>	None

<b>Type:</b>	Story	<b>Priority:</b>	Medium
<b>Reporter:</b>	<a href="#">Branislav Makan</a>	<b>Assignee:</b>	<a href="#">Adam Blaško</a>
<b>Resolution:</b>	Done	<b>Votes:</b>	0
<b>Labels:</b>	None		
<b>Σ Remaining Estimate:</b>	1 hour	<b>Remaining Estimate:</b>	Not Specified
<b>Σ Time Spent:</b>	2 hours	<b>Time Spent:</b>	Not Specified
<b>Σ Original Estimate:</b>	3 hours	<b>Original Estimate:</b>	Not Specified

Sub-Tasks:	Key	Summary	Type	Status	Assignee
	<a href="#">ES-60</a>	<a href="#">Studium pouzitia resource suborov v u...</a>	Sub-task	Done	Adam Blaško
	<a href="#">ES-61</a>	<a href="#">Vytvorenie resource suborov</a>	Sub-task	Done	Adam Blaško
	<a href="#">ES-62</a>	<a href="#">Pouzivanie resource suborov v existuj...</a>	Sub-task	Done	Adam Blaško
	<a href="#">ES-63</a>	<a href="#">Prepinanie lokalizacii</a>	Sub-task	Done	Adam Blaško
<b>Sprint:</b>	Sprint II - Bentley				
<b>Story Points:</b>	2				

#### Description

Vytvorenie resource filov a ich implementácia do kodu.

Generated at Tue Nov 08 16:20:57 CET 2016 by Branislav Makan using JIRA 7.2.2#72004-sha1:9d5132893cc8c728a3601a9034a1f8547ef5c7be.

[ES-40] [Vykreslovanie čiar](#) Created: 24/Oct/16 Updated: 07/Nov/16 Resolved: 07/Nov/16

<b>Status:</b>	Done
<b>Project:</b>	<a href="#">EduSim</a>
<b>Component/s:</b>	None
<b>Affects Version/s:</b>	None
<b>Fix Version/s:</b>	None

<b>Type:</b>	Story	<b>Priority:</b>	Medium
<b>Reporter:</b>	<a href="#">Branislav Makan</a>	<b>Assignee:</b>	<a href="#">Martin Cvicela</a>
<b>Resolution:</b>	Done	<b>Votes:</b>	0
<b>Labels:</b>	None		
<b>Σ Remaining Estimate:</b>	1 hour	<b>Remaining Estimate:</b>	Not Specified
<b>Σ Time Spent:</b>	1 day, 6 hours	<b>Time Spent:</b>	Not Specified
<b>Σ Original Estimate:</b>	1 day, 3 hours, 30 minutes	<b>Original Estimate:</b>	Not Specified

Sub-Tasks:	Key	Summary	Type	Status	Assignee
	<a href="#">ES-41</a>	<a href="#">Grafické vykreslenie čiar medzi dvomi...</a>	Sub-task	Done	Martin Cvicela
	<a href="#">ES-42</a>	<a href="#">Pripájanie k súčiastkam</a>	Sub-task	Done	Martin Cvicela
	<a href="#">ES-43</a>	<a href="#">Pridanie predchodcu a nasledovníka k ...</a>	Sub-task	Done	Martin Cvicela
<b>Sprint:</b>	Sprint II - Bentley				
<b>Story Points:</b>	5				

### Description

Spájanie el. súčiastok

- riesit ako mnozinu bodov
- riesit ako pevna dlzka vodica
- riesit zlomy cez uzly

[ES-52] [Vylepšenie pracovnej plochy](#) Created: 24/Oct/16 Updated: 06/Nov/16 Resolved: 06/Nov/16

<b>Status:</b>	Done
<b>Project:</b>	<a href="#">EduSim</a>
<b>Component/s:</b>	<a href="#">Core</a> , <a href="#">GUI</a>
<b>Affects Version/s:</b>	None
<b>Fix Version/s:</b>	None

<b>Type:</b>	Story	<b>Priority:</b>	Medium
<b>Reporter:</b>	<a href="#">Branislav Makan</a>	<b>Assignee:</b>	<a href="#">Branislav Makan</a>
<b>Resolution:</b>	Done	<b>Votes:</b>	0
<b>Labels:</b>	None		
<b>Σ Remaining Estimate:</b>	5 hours, 10 minutes	<b>Remaining Estimate:</b>	0 minutes
<b>Σ Time Spent:</b>	5 hours, 5 minutes	<b>Time Spent:</b>	45 minutes
<b>Σ Original Estimate:</b>	1 day, 2 hours, 30 minutes	<b>Original Estimate:</b>	Not Specified

Sub-Tasks:	Key	Summary	Type	Status	Assignee
	<a href="#">ES-55</a>	<a href="#">Grid upgrade</a>	Sub-task	Done	Branislav Makan
	<a href="#">ES-56</a>	<a href="#">Posun kamery</a>	Sub-task	Done	Branislav Makan
	<a href="#">ES-57</a>	<a href="#">Delete</a>	Sub-task	Done	Branislav Makan
	<a href="#">ES-58</a>	<a href="#">Prekrývanie - zakázat</a>	Sub-task	Done	Branislav Makan
	<a href="#">ES-59</a>	<a href="#">Deselect</a>	Sub-task	Done	Branislav Makan
	<a href="#">ES-64</a>	<a href="#">Background</a>	Sub-task	Done	Branislav Makan
<b>Sprint:</b>	Sprint II - Bentley				
<b>Story Points:</b>	8				

#### Comments

Comment by [Branislav Makan](#) [ 29/Oct/16 ]

- Ako chceme pracovnu plochu v rozmeroch? Dame ju predefinovanej velkosti? Napr. velmi velku aby postacila userovi.
- Budeme nejak generovat userom? Napr. posun kamery na okraj, presiri plochu.

[ES-21] [Grafické prvky súčiastok - napojenie na logiku](#) Created: 12/Oct/16 Updated: 07/Nov/16

<b>Status:</b>	To Do
<b>Project:</b>	<a href="#">EduSim</a>
<b>Component/s:</b>	None
<b>Affects Version/s:</b>	None
<b>Fix Version/s:</b>	None

<b>Type:</b>	Story	<b>Priority:</b>	Medium
<b>Reporter:</b>	<a href="#">Branislav Makan</a>	<b>Assignee:</b>	<a href="#">Marek Matula</a>
<b>Resolution:</b>	Unresolved	<b>Votes:</b>	0
<b>Labels:</b>	None		
<b>Σ Remaining Estimate:</b>	4 hours	<b>Remaining Estimate:</b>	Not Specified
<b>Σ Time Spent:</b>	1 day, 7 hours, 10 minutes	<b>Time Spent:</b>	Not Specified
<b>Σ Original Estimate:</b>	2 days, 3 hours	<b>Original Estimate:</b>	Not Specified

Sub-Tasks:	Key	Summary	Type	Status	Assignee
	<a href="#">ES-44</a>	<a href="#">Mapovanie DLL objektov na C# objekty</a>	Sub-task	Done	Marek Matula
	<a href="#">ES-45</a>	<a href="#">Riešenie logických prepojení</a>	Sub-task	Done	Tomas Liscak
	<a href="#">ES-46</a>	<a href="#">Funkčná simulácia</a>	Sub-task	In Progress	
<b>Sprint:</b>	Sprint II - Bentley, Sprint III - Cadillac				
<b>Story Points:</b>	8				

#### Description

Napojenie grafických súčiastok na logiku obvodu.

Generated at Tue Nov 08 16:22:06 CET 2016 by Branislav Makan using JIRA 7.2.2#72004-sha1:9d5132893cc8c728a3601a9034a1f8547ef5c7be.