

[ES-79] [Alpha Testing I](#) Created: 21/Nov/16 Updated: 21/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="#">Martin Cvicela</a>
<b>Resolution:</b>	Unresolved	<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 hours, 25 minutes	<b>Time Spent:</b>	Not Specified
<b>Σ Original Estimate:</b>	Not Specified	<b>Original Estimate:</b>	Not Specified

Sub-Tasks:	Key	Summary	Type	Status	Assignee
	<a href="#">ES-81</a>	<a href="#">Deselect</a>	Sub-task	Done	Martin Cvicela
	<a href="#">ES-82</a>	<a href="#">Padá simulácia, keď nič nie je zapojené</a>	Sub-task	To Do	Marek Matula
	<a href="#">ES-83</a>	<a href="#">Delete na pripojenú súčiastku dá error</a>	Sub-task	Done	Martin Cvicela
	<a href="#">ES-84</a>	<a href="#">Select súčiastky a čiary naraz</a>	Sub-task	Done	Martin Cvicela
	<a href="#">ES-85</a>	<a href="#">Kreslenie čiar medzi uylom a súčiastkou</a>	Sub-task	To Do	Martin Cvicela
	<a href="#">ES-86</a>	<a href="#">Uzol v tollboxe sa dá selektovať</a>	Sub-task	To Do	Martin Cvicela
	<a href="#">ES-92</a>	<a href="#">Rezistor a cievka sa nie vždy draguje...</a>	Sub-task	Done	Martin Cvicela
	<a href="#">ES-93</a>	<a href="#">Simulacia pada pri vymazani a opatovn...</a>	Sub-task	To Do	Tomas Liscak
<b>Sprint:</b>	Sprint IV - Dodge				

**Story Points:**

3

**Description**

Otestovanie všetkých implementovaných funkčných požiadaviek. Cieľom je nájsť a opraviť všetky buggy, vrátane 4. šprintu.

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[ES-74] [Meracie body v el. obvode](#) Created: 07/Nov/16 Updated: 21/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>	Not Specified	<b>Remaining Estimate:</b>	Not Specified
<b>Σ Time Spent:</b>	Not Specified	<b>Time Spent:</b>	Not Specified
<b>Σ Original Estimate:</b>	Not Specified	<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-87</a>	<a href="#">Odber hodnôt zo súčiastky</a>	Sub-task	To Do	
	<a href="#">ES-88</a>	<a href="#">Súčiastka ampérmeter</a>	Sub-task	Done	
	<a href="#">ES-89</a>	<a href="#">Súčiastka voltmeter</a>	Sub-task	Done	
<b>Sprint:</b>	Sprint IV - Dodge				
<b>Story Points:</b>	3				

### Description

Vytvorenie možností odberu hodnôt z ľubovoľných/preddefinovaných bodoch el. obvodu.

- Dva meracie body
- vybrať dvojicu, kde sa to odmeria
- predpripraviť tie body vs dynamický
- merací prístroj, napr. rezistor
- rezistor zmení vlastnosti obvodu alebo nie?
- prúd a napätie na drôte
- prúd sériovo
- napätie paralelne

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**[ES-80] [Upgrade Properties Window](#)** Created: 21/Nov/16 Updated: 21/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="#">Branislav Makan</a>
<b>Resolution:</b>	Unresolved	<b>Votes:</b>	0
<b>Labels:</b>	None		
<b>Σ Remaining Estimate:</b>	1 hour, 15 minutes	<b>Remaining Estimate:</b>	Not Specified
<b>Σ Time Spent:</b>	2 hours, 45 minutes	<b>Time Spent:</b>	Not Specified
<b>Σ Original Estimate:</b>	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-90</a>	<a href="#">Input validácia</a>	Sub-task	Done	Branislav Makan
	<a href="#">ES-91</a>	<a href="#">Nové grafické prefabs</a>	Sub-task	Done	Branislav Makan
<b>Sprint:</b>	Sprint IV - Dodge				
<b>Story Points:</b>	3				

**Description**

Validácia inputu, nové grafické UI prvky.

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[ES-9] [Create, Save a Load](#) Created: 12/Oct/16 Updated: 21/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="#">Adam Blaško</a>
<b>Resolution:</b>	Unresolved	<b>Votes:</b>	0
<b>Labels:</b>	None		
<b>Remaining Estimate:</b>	Not Specified		
<b>Time Spent:</b>	Not Specified		
<b>Original Estimate:</b>	Not Specified		

<b>Sprint:</b>	Sprint IV - Dodge
<b>Story Points:</b>	8

#### Description

Definovanie štruktúry projektu a jeho vytvorenie v softvéry. Následne savenutie a loadnutie týchto súborov.

Unity Save.

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[ES-16] [Pauza a štart](#) Created: 12/Oct/16 Updated: 25/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="#">Tomas Liscak</a>
<b>Resolution:</b>	Unresolved	<b>Votes:</b>	0
<b>Labels:</b>	None		
<b>Remaining Estimate:</b>	2 hours		
<b>Time Spent:</b>	1 hour		
<b>Original Estimate:</b>	3 hours		

<b>Sprint:</b>	Sprint IV - Dodge
<b>Story Points:</b>	3

#### Description

Freeze Update funkcie.  
Stopnúť grafový algoritmus.  
Zistiť či sú zmeny v obvode.

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