

## Distorted Android - Feature #10

### Re-architecture adding new Effects

06/03/2016 11:59 PM - Distorted Admin

<b>Status:</b>	Closed	<b>Start date:</b>	06/03/2016
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	Distorted Admin	<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Description</b>			
We probably need to change this in light of the fact that current architecture calls for adding a lot of new methods to DistortedObject each time we create a new Effect.			

#### History

##### #1 - 06/04/2016 12:03 AM - Distorted Admin

- Priority changed from Normal to High

##### #2 - 06/10/2016 03:50 PM - Distorted Admin

- Status changed from New to In Progress

##### #3 - 06/20/2016 11:28 AM - Distorted Admin

- Status changed from In Progress to Closed

Series of commits ending with [library|8c893ffc](#) mostly fixed the main problem - now adding a new Effect calls for adding 1, or sometimes 2, new methods to DistortedObject which is bearable.

##### #4 - 07/16/2016 11:18 PM - Distorted Admin

- Assignee set to Distorted Admin

##### #5 - 04/13/2018 12:20 AM - Distorted Admin

- % Done changed from 0 to 100