

## Magic Cube - Issues

| #  | Tracker | Status | Priority | Subject   | Assignee         | % Done | Updated             |
|----|---------|--------|----------|---|------------------|--------|---------------------|
| 41 | Feature | Closed | Normal   | Add a 3x3x3 Cube Solver.  | Leszek Koltunski | 100    | 04/09/2020 08:02 PM |
| 55 | Feature | New    | Normal   | Add a halo around the object  |                  | 0      | 06/18/2020 09:55 AM |
| 42 | Feature | Closed | Normal   | Add Pretty Patterns   | Leszek Koltunski | 100    | 04/05/2020 01:41 PM |
| 56 | Feature | New    | Normal   | Add the 'World' pane to the Scores Dialog   |                  | 0      | 06/20/2020 12:04 AM |
| 52 | Feature | Closed | Normal   | Firebase: report FPS  | Leszek Koltunski | 100    | 06/20/2020 10:01 AM |
| 53 | Feature | Closed | Normal   | Firebase: report sequence of events leading up to the 'IllegalStateException' dismissing the MainDialog | Leszek Koltunski | 100    | 06/20/2020 11:15 AM |
| 50 | Feature | Closed | Normal   | Improve RubikObject.finishRotation()  | Leszek Koltunski | 100    | 06/18/2020 11:06 AM |
| 45 | Feature | Closed | Normal   | Improve the icon  | Leszek Koltunski | 100    | 07/08/2020 12:23 PM |
| 51 | Feature | Closed | Normal   | Improve the Patterns dialog   | Leszek Koltunski | 100    | 07/06/2020 03:32 PM |
| 54 | Feature | Closed | Normal   | Lock the app in vertical mode   | Leszek Koltunski | 100    | 06/18/2020 11:14 AM |
| 48 | Feature | Closed | Normal   | Make it possible to make an Object smaller or bigger  | Leszek Koltunski | 100    | 06/26/2020 01:55 PM |
| 46 | Feature | Closed | Normal   | Rework the bottom pane  | Leszek Koltunski | 100    | 09/23/2020 10:52 PM |
| 43 | Feature | New    | Normal   | Think of ways to have the Objects controlled by something else than a touchscreen                       |                  | 0      | 04/16/2020 01:17 PM |
| 49 | Feature | Closed | Normal   | Two-finger Object rotations   | Leszek Koltunski | 100    | 06/19/2020 11:54 PM |