ESUDA - Feature #645

Backlog # 626 (In Progress): Visualization

Also start thinking about "clicking down" to separate buildings (together with CGI)

10/18/2024 12:31 PM - Leif Häggmark

Status:	New		**Start date:**	10/18/2024
Priority:	Normal		**Due date:**	11/07/2024
Assignee:	Anders Haraldsson		**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:			**Spent time:**	0.00 hour
Description				

History

#1 - 10/18/2024 12:32 PM - Leif Häggmark

- Due date set to 11/07/2024

- Start date set to 10/18/2024

#2 - 11/07/2024 03:29 PM - Leif Häggmark

- Sprint changed from Sprint 10 to Sprint 11

#3 - 11/26/2024 01:03 PM - Leif Häggmark

- Sprint changed from Sprint 11 to Sprint 12

#4 - 12/10/2024 01:26 PM - Leif Häggmark

- Sprint changed from Sprint 12 to Sprint 13

#5 - 01/14/2025 01:16 PM - Leif Häggmark

- Sprint changed from Sprint 13 to Sprint 14

#6 - 02/07/2025 01:07 PM - Leif Häggmark

- Sprint changed from Sprint 14 to Sprint 15

#7 - 02/28/2025 11:37 AM - Leif Häggmark

- Sprint changed from Sprint 15 to Sprint 16