Issues

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
977	Senior Project, Fall 2021	Bug	New	Normal	Implementation of LXC	Timur Rakhimzhan	10/14/2021 04:00 PM
976	Senior Project, Fall 2021	Feature	New	Normal	Research of LXC		10/14/2021 03:57 PM
975	Senior Project, Fall 2021	Feature	New	Normal	Research on VMM	Timur Rakhimzhan	10/14/2021 03:54 PM
680	Biological Image Segmentation	Bug	New	Normal	Final Report		04/25/2020 09:24 AM
679	Biological Image Segmentation	Bug	New	Normal	Testing and Analysis/Evaluation Document		04/25/2020 09:16 AM
678	Senior Project II - Spring 2020	Bug	New	Normal	Final Report		04/25/2020 09:27 AM
677	Biological Image Segmentation	Bug	New	Normal	Final Deliverable		04/29/2020 03:19 PM
662	Senior Project II - Spring 2020	Feature	New	Normal	Interim Presentation		02/28/2020 11:22 AM
657	Biological Image Segmentation	Bug	New	Normal	5		02/20/2020 10:15 AM
656	Biological Image Segmentation	Bug	New	Normal	4		02/20/2020 10:15 AM
655	Biological Image Segmentation	Bug	New	Normal	3		02/20/2020 10:15 AM
654	Biological Image Segmentation	Bug	New	Normal	2		02/20/2020 10:15 AM
653	Football Action Estimation	Bug	New	Normal	6		02/20/2020 10:14 AM
652	Football Action Estimation	Bug	Resolved	Normal	5 - Final Report		04/24/2020 04:55 PM
651	Football Action Estimation	Bug	Resolved	Normal	4 - Final Development Iteration		04/26/2020 06:16 AM
650	3D Gaze Estimation	Bug	New	Normal	Final Development Iteration		04/24/2020 01:50 PM
649	3D Gaze Estimation	Bug	New	Normal	Final Report		04/25/2020 02:15 PM
648	3D Gaze Estimation	Bug	New	Normal	4		02/20/2020 10:14 AM
647	3D Gaze Estimation	Bug	New	Normal	Testing Analysis / Evaluation		04/15/2020 06:16 PM
646	3D Gaze Estimation	Bug	New	Normal	Interim Presentation		04/15/2020 05:59 PM
645	3D Gaze Estimation	Bug	New	Normal	Development Iteration 1		04/15/2020 05:58 PM
644	3D Gaze Estimation	Bug	New	Normal	0		02/20/2020 10:14 AM
612	Biological Image Segmentation	Bug	New	Normal	Iteration #1		02/14/2020 09:15 PM
598	Football Action Estimation	Bug	Resolved	Normal	3 - Testing and Analysis/Evaluation Document		04/15/2020 11:46 AM
597	Football Action Estimation	Bug	Resolved	Normal	2 - Development Iteration 1		02/14/2020 01:45 PM
596	Football Action Estimation	Bug	Resolved	Normal	1-Updated requirements		02/05/2020 05:17 PM
595	Senior Project II - Spring 2020	Feature	New	Normal	Car license plate number recognition system (Team A)		02/02/2020 02:23 PM
594	Biological Image Segmentation	Bug	New	Normal	Design and Specification Document	Nurzhan Sakenov	02/02/2020 07:55 AM

#	Project	Tracker	Status	Priority	Subject	Assignee	Updated
507	Gaze tracking for pointer control	Feature	New	Normal	Milestone 05: Final report and deliverable for the semester	Olzhas Zhumabek	12/06/2019 05:37 PM
506	Gaze tracking for pointer control	Feature	New	Normal	Milestone 04: Iteration 1	Olzhas Zhumabek	12/06/2019 05:30 PM
505	Gaze tracking for pointer control	Feature	New	Normal	Milestone 03: Interim evaluation	Olzhas Zhumabek	12/06/2019 05:30 PM
504	Gaze tracking for pointer control	Feature	New	Normal	Milestone 02: Specification and Design of the SW and/or HW system	Olzhas Zhumabek	12/06/2019 05:25 PM
503	Gaze tracking for pointer control	Feature	New	Normal	Milestone 01: Kickoff document	Olzhas Zhumabek	12/06/2019 04:27 PM
465	test_project for Prof	Feature	New	Normal	Kickoff Document		09/18/2019 05:35 PM
464	test_project for Prof	Feature	New	Normal	Kickoff document	Mansur Oshanov	09/18/2019 05:20 PM
463	test_project for Prof 2	Bug	New	Normal	Kickoff document	Mansur Oshanov	09/18/2019 05:18 PM
397	test_project for Prof	Support	New	High	Relevant Articles	Kassym Akhmetbek	09/13/2019 10:13 AM
381	test_project for Prof 2	Bug	New	Normal	test issue 1	Mao Bui	09/10/2019 09:07 AM
359	Flight Simulation	Bug	New	Normal	Final Report and Slides of Final Presentation	Hans de Nivelle	05/06/2019 07:19 AM
324	Flight Simulation	Bug	New	Normal	Update Requirements for the 2nd Semester	Hans de Nivelle	05/06/2019 07:16 AM
323	Flight Simulation	Bug	New	Normal	Development - stage 1	Hans de Nivelle	02/14/2019 10:13 AM
322	Flight Simulation	Bug	New	Normal	Development - stage 2	Hans de Nivelle	03/01/2019 10:05 AM
321	Flight Simulation	Bug	New	Normal	Testing and Analysis: implement the other method and conduct the performance evaluation	Hans de Nivelle	05/06/2019 07:08 AM
319	Flight Simulation	Bug	New	Normal	Creation of the Second Semester	Hans de Nivelle	05/06/2019 07:32 AM
188	Electromyography (EMG) and electrooculography (EOG) for gaming applications	Feature	Resolved	Normal	Final report		12/06/2018 06:37 AM
177	Electromyography (EMG) and electrooculography (EOG) for gaming applications	Feature	Resolved	Normal	Finishing up report, check figures, add references, etc		12/04/2018 03:57 AM
175	Electromyography (EMG) and electrooculography (EOG) for gaming applications	Feature	Resolved	Normal	Update of mesh, writing report		12/04/2018 03:56 AM
168	Electromyography (EMG) and electrooculography (EOG) for gaming applications	Feature	Resolved	Normal	Milestone 6 - Analysis with PCA, adding cross-validation and error bars to figures, IEEE latex template preparation, write introduction (with references)		12/04/2018 03:56 AM
165	Electromyography (EMG) and electrooculography (EOG) for gaming applications	Feature	Resolved	Normal	Milestone 5 - document data processing pipeline, validation of acquired data with xvalidation, analysis of D vs N		12/04/2018 03:54 AM

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152	Electromyography (EMG) and electrooculography (EOG) for gaming applications	Feature	Resolved	Normal	include multi-modal processing with second armband, prepare presentation		10/26/2018 04:49 AM
151	Electromyography (EMG) and electrooculography (EOG) for gaming applications	Feature	Resolved	Normal	Milestone 4 - continuous data visualization		12/04/2018 03:54 AM
122	Electromyography (EMG) and electrooculography (EOG) for gaming applications	Feature	Resolved	Normal	Milestone 3 - Implementation of Continuous EMG Control and Multi-class extension		12/04/2018 03:53 AM
121	Electromyography (EMG) and electrooculography (EOG) for gaming applications	Feature	Resolved	Normal	Literature Review		09/28/2018 11:07 AM
106	Electromyography (EMG) and electrooculography (EOG) for gaming applications	Feature	Resolved	Normal	Milestone 2 - Connect the classification output to game		12/04/2018 03:52 AM
105	Electromyography (EMG) and electrooculography (EOG) for gaming applications	Feature	Resolved	Normal	Milestone 1 - real-data extraction from myo band and preliminary data processing with LDA		12/04/2018 03:52 AM
94	Senior Project I - Fall 2018	Bug	New	Immediate	SRS	Yersultan Nagashtay	09/24/2018 05:54 AM
21	Senior Project I - Fall 2018	Bug	New	Normal	Project DEED		09/10/2018 05:58 AM