

Learnings of QML development at PetrSU FRUCT lab

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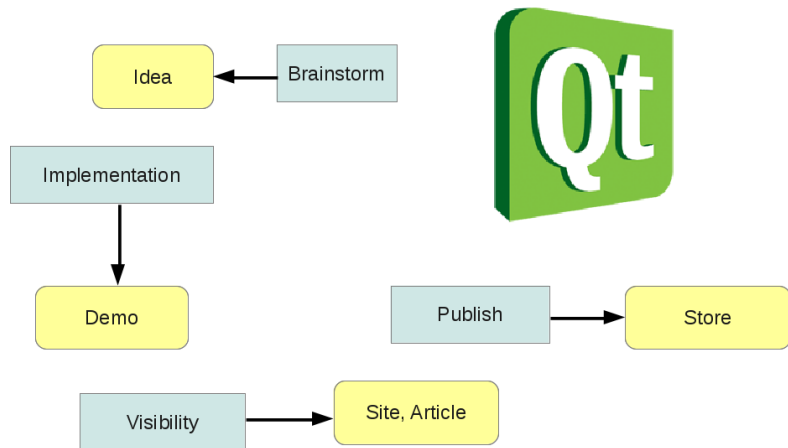


11th FRUCT conference
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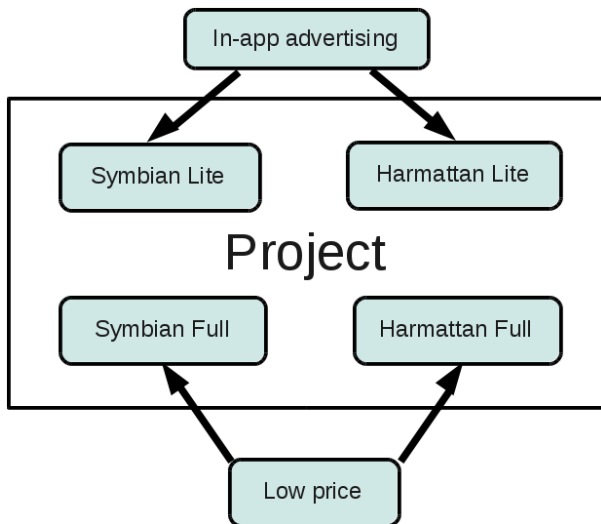
Background and motivation

- One-two developers by one project
- Short project lifecycle (~ 1 month)



Promotion

- Single project — various configurations and platforms.



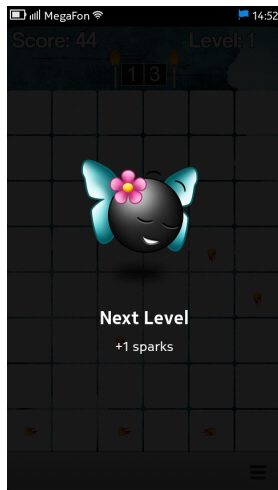
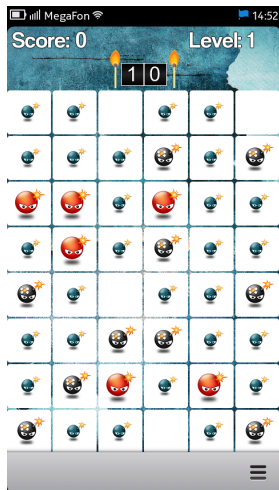
Bubble Hunter

- http://oss.fruct.org/projects/bubble_hunter/



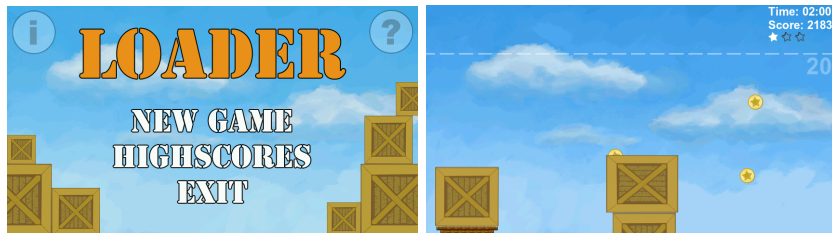
Explode them

- http://oss.fruct.org/projects/explode_them/



Loader

- <http://oss.fruct.org/projects/loader/>



The image shows the 'HIGHSCORES' menu with a list of player names, scores, heights, and times. A back arrow is in the top left corner.

Name	Score	Height	Time
Bob	8183	40	01:29
Cou	7658	40	01:29
Sam	7179	40	01:26
Bill	6655	30	01:02
David	6599	40	03:41
Andrew	6105	30	01:27
Alice	2633	10	00:49



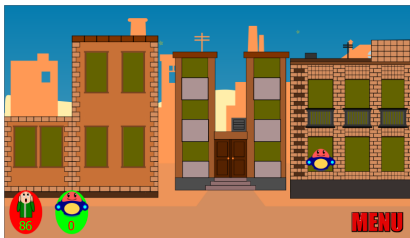
Mushrooms

- <http://oss.fruct.org/projects/mushrooms/>



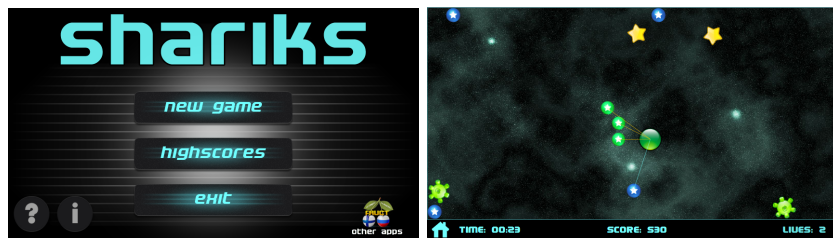
Protector

- <http://oss.fruct.org/projects/protector/>



Shariks

- <http://oss.fruct.org/projects/shariks/>



The image shows the 'HIGHSCORES' screen with a home icon in the top left corner. The scores are listed in a table with columns for NAME, SCORE, and TIME.

NAME	SCORE	TIME
gosu	2904	00:53
robocop	2608	00:53
stan	1940	00:53
bob	1663	01:00
johny2	1518	00:36
bob	1500	00:22
billy	1085	00:29
kenny	970	00:18
kail	934	00:27
ashley	921	00:35
din	539	00:26
johny	507	00:29
johny	425	00:19
merry	252	00:18
da	0	
tets	0	



Future

- Nokia Store <http://store.ovi.com/publisher/FRUCT>
- List of the projects <http://oss.fruct.org/projects>

