Learnings of QML development at PetrSU FRUCT lab

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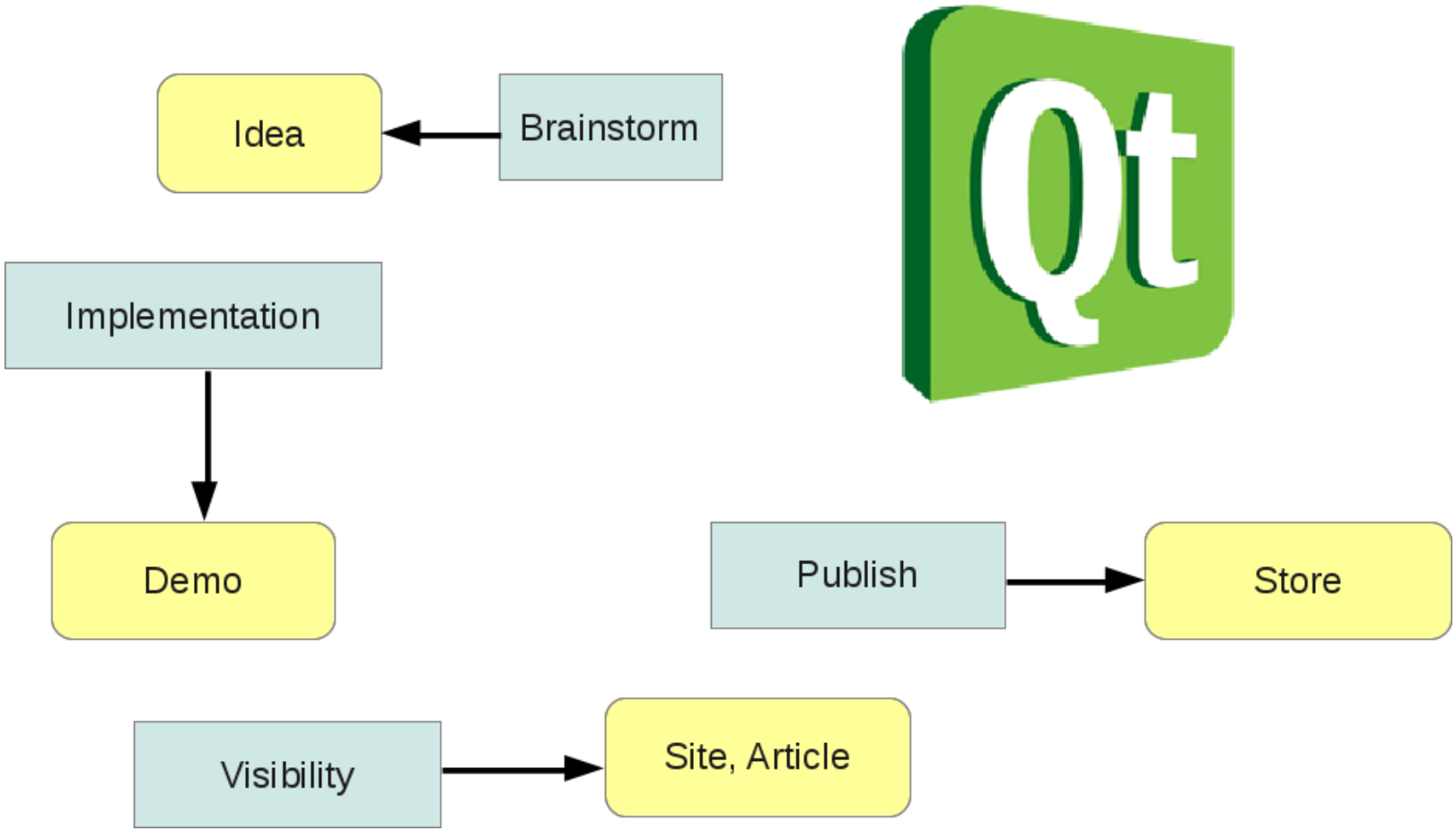
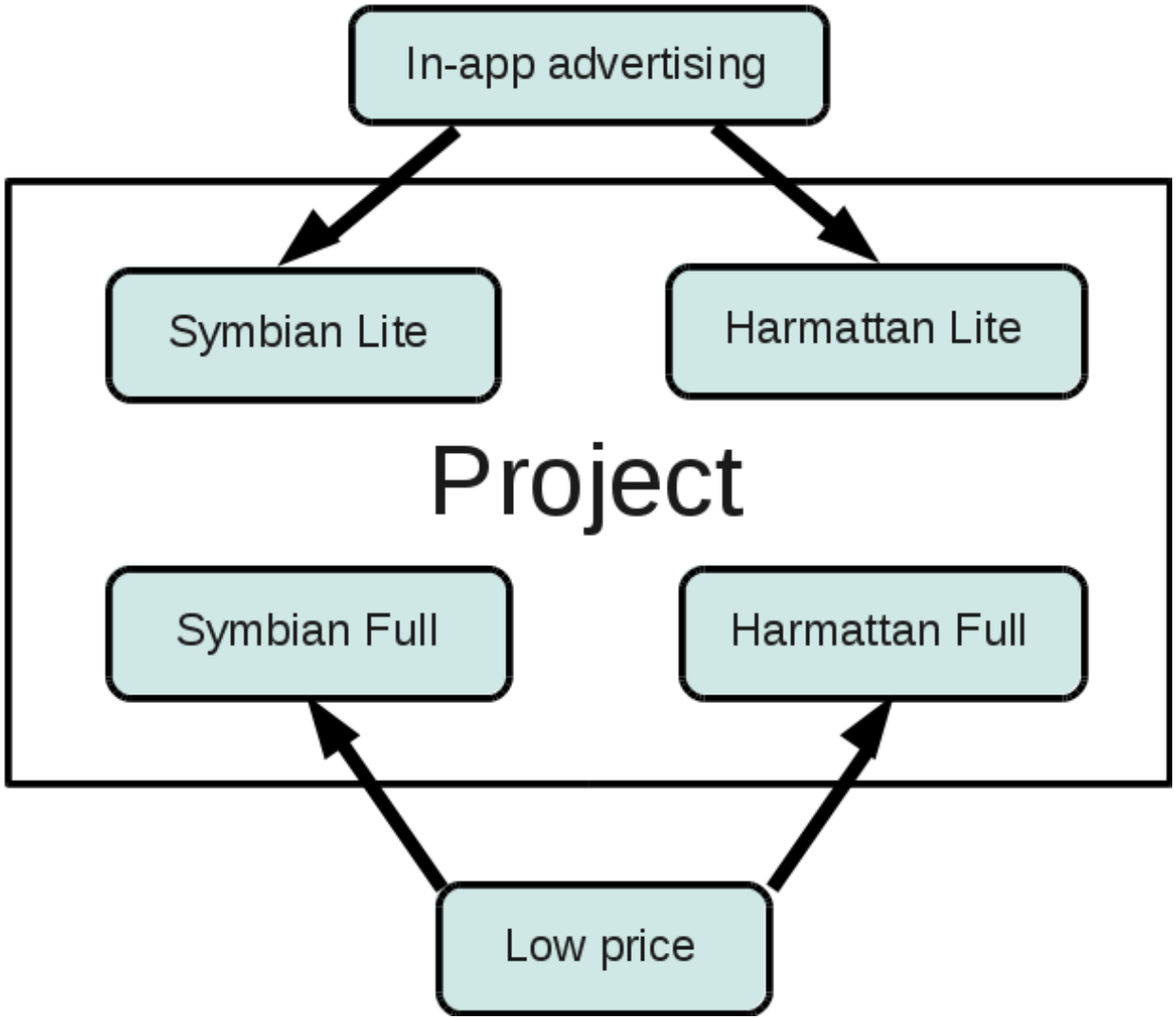
Background and motivation

- One-two developers by one project
- Short project lifecycle ($\sim$ 1 month)



Promotion

- Single project — various configurations and platforms.



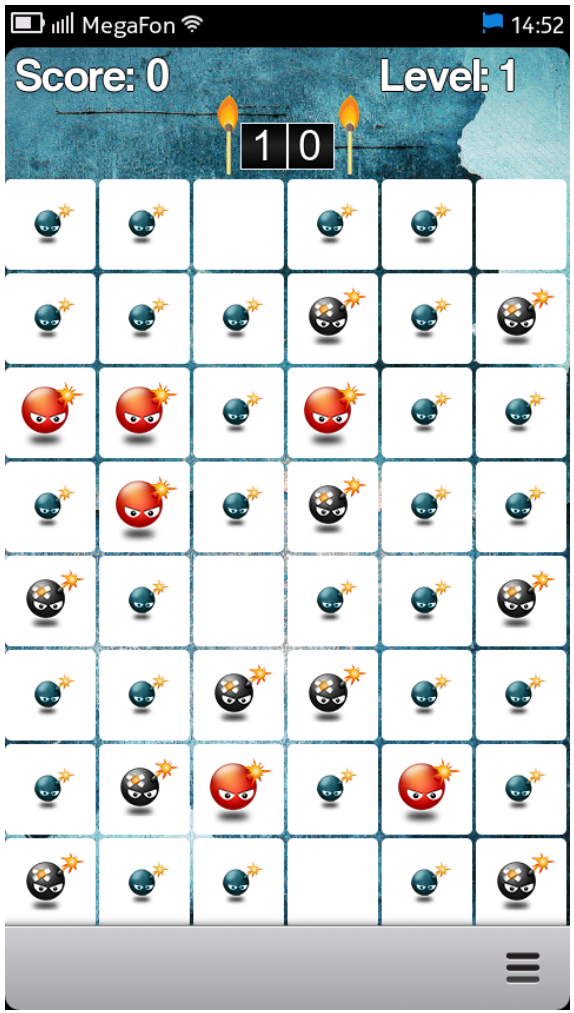
cs.karelia.ru

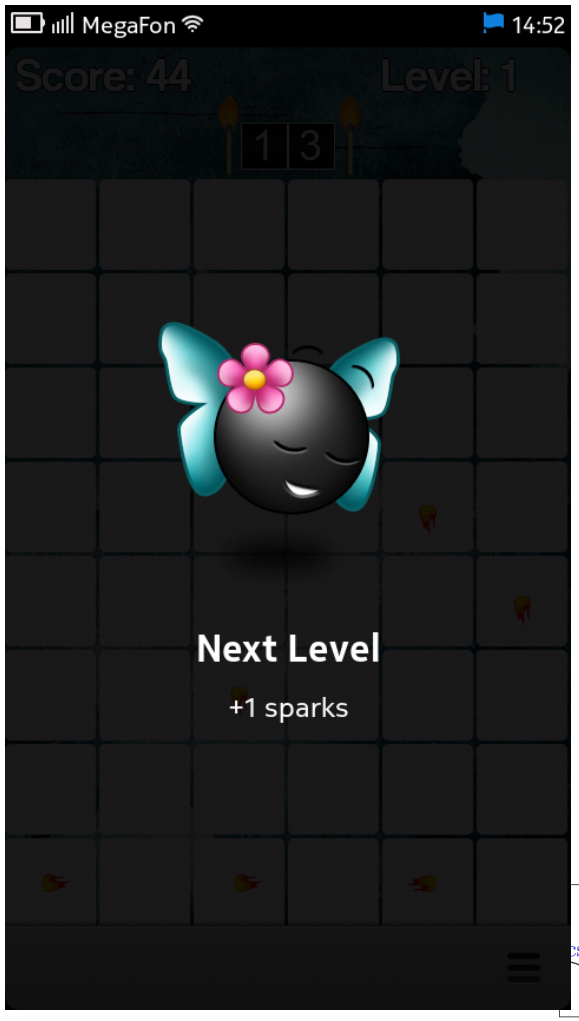
Bubble Hunter

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

Explode them

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





Loader

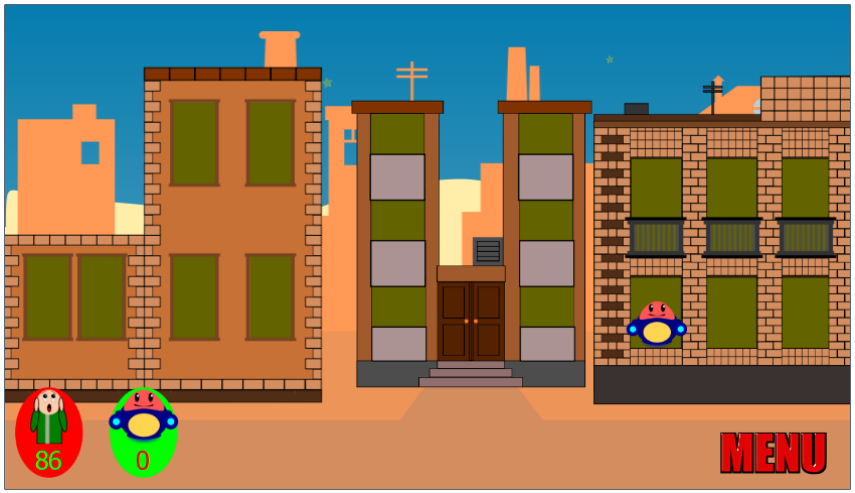
- http://oss.fruct.org/projects/loader/

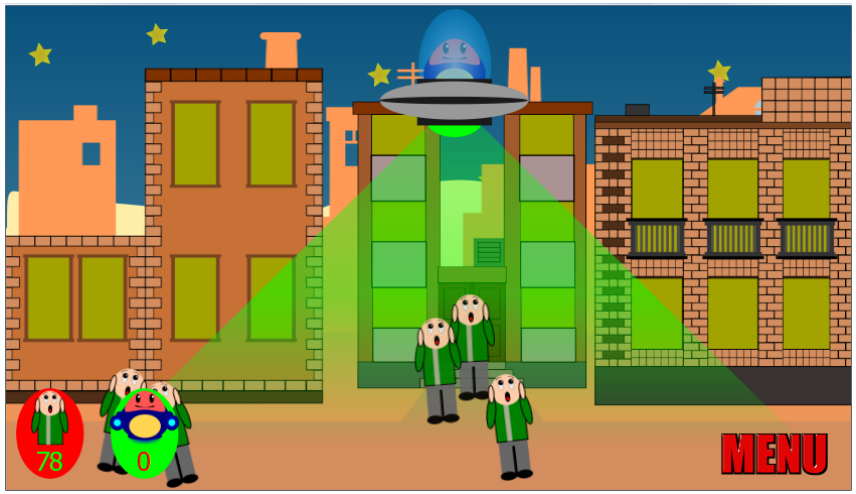
Mushrooms

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

Protector

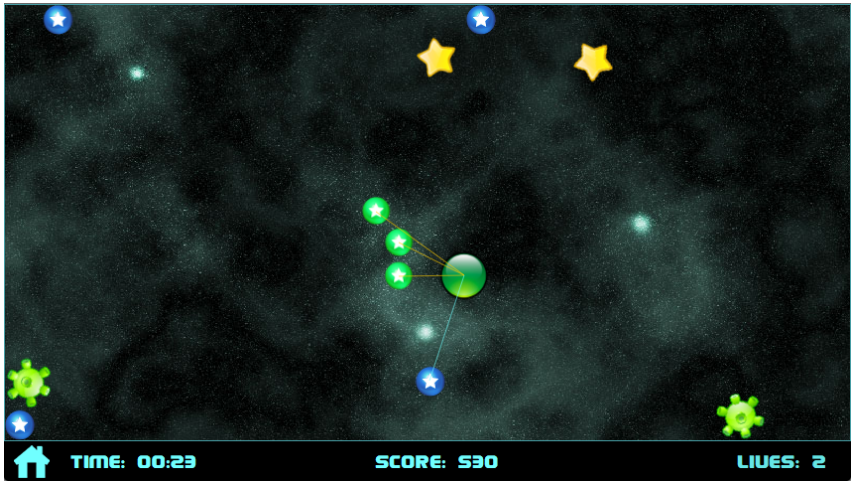
- http://oss.fruct.org/projects/protector/

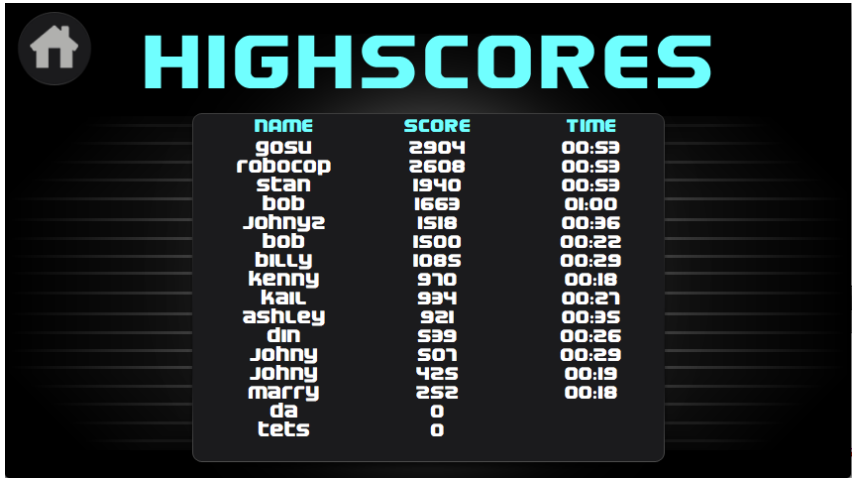




Shariks

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





Future

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

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