Sprint 4 Plan

Pix Paint

Blair O'Brien, Daniel Phelps, Likha Pulido, Jennifer Chen, Christy Miao

Revision: 1

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Goals

- Canvas layers functionality
- Use Pix Paint as an online or offline application
- Stylus support

Tasks

- User-story 10: As a program-user, I want to use layers so that different parts of the artwork can be edited independently.
    - Task 1: Develop architecture for global layers
    - Task 2: Connect layers to UI
    - Task 3: Research how to display several images at once on the screen
    - Task 4: Save and open a project file that contains multiple layers
    - Task 5: Implement
    - Task 6: Test/Debug
- User-story 11: As a program-user, I want to use Pix Paint as an online application.
    - Task 1: Research how to export godot exe for web
    - Task 2: Implement
    - Task 3: Test/Debug
- User-story 12: As a program-user, I want to be able to draw using a stylus.
    - Task 1: Research stylus support methods for Godot
    - Task 2: Implement
    - Task 3: Test/Debug

- User-story 13: As a program-user, I want to see precisely where I am drawing.
    - Task 1: Research how to integrate a custom cursor
    - Task 2: Implement1
    - Task 3: Test/Debug

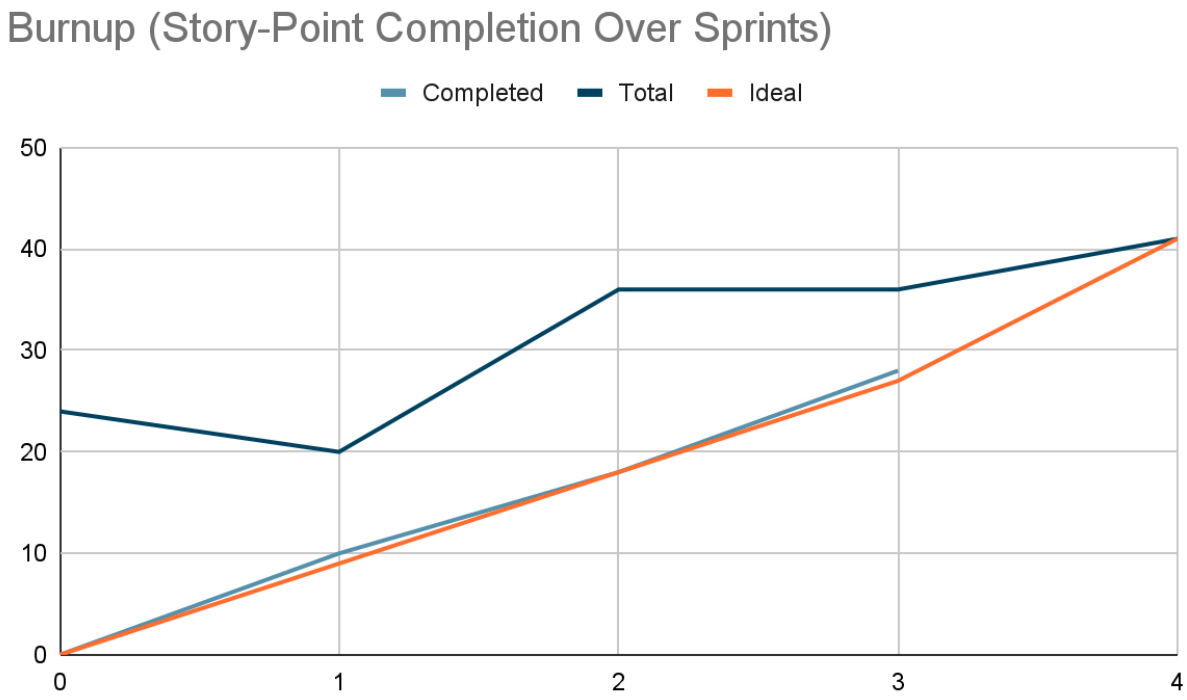
Team Roles

- Blair O'Brien: Project Owner/ Team Member/ Product Owner
- Daniel Phelps: Team Member
- Likha Pulido: Team Member
- Jennifer Chen: Scrum Master / Team Member
- Christy Miao: Team Member

Task Assignment

- Blair O'Brien:
    - ~~User story 11: Research how to export godot exe for web~~
    - User story 11: Implement
        - .PIX open/save functionality still needs to be implemented
    - User story 11: Test/Debug
        - ~~Get Open to work~~
        - ~~Get Save/Export to work~~
        - ~~Optimize~~
- Daniel Phelps:
    - User story 10: Develop architecture for global layers
    - User story 10: Connect layers to UI
    - User story 10: Save and open a project file that contains multiple layers
- Likha Pulido:
    - User story 10: Research how to display several images at once on the screen
    - User story 10: Implement
    - User story 10: Test/Debug
- Jennifer Chen:
    - ~~User story 12: Research stylus support methods for Godot~~
    - ~~User story 12: Implement~~
    - ~~User story 12: Test/Debug~~
- Christy Miao:
    - User story 13: Research how to integrate a custom cursor + implement
    - User story 13: Test/Debug

Burnup Chart



Scrum Board

User-Story	Not Started	In-Progress	Done
Use Pix Paint as an offline/online application.			• A: Make github repo (Blair) • B: Research what tech to use (all members) • C: Set up environment, folders, files etc (Blair) • D: Create a basic exe that opens a window (Blair) • E: Research how to create GUI (Likha) • F: Implement GUI (Likha)
Create/open/save/export a canvas that can have its dimensions set before/after creation.	• K: Research how to allow export options for different resolutions. • L: Implementation	• J: Implement saving/ opening canvas (christy, Daniel)	• G: Implement canvas (christy, Jennifer, Likha) • H: Research how to make a canvas (christy, Daniel) • M: Research how to save a canvas as an image in general (Blair, christy) • N: Research how to save the canvas in the .tiff or .png formats (christy, Blair) • I: Research how to save canvas; how to restore it (christy, Daniel) • Connect global canvas_size variables to canvas to make it adjustable
Use pen and eraser tools that can have their sizes/opacities adjusted.			• P: Research implementing pen/eraser (Jennifer, Daniel) • R: Research implementing size/opacity adjustments (Jennifer, christy) • O: Implementation of pen/eraser (Jennifer, Daniel) • Q: Implementation of size/opacity adjustments (Jennifer, christy)
Access colors from a color wheel to change the pen color.		• Implement ability to blend colors with opacity	• Connect global variables and implement
Zoom in/out to better see parts of canvas as needed.	• Look at canvas viewport and see how that can be used to zoom in/out • Implement		
Use layers so that different parts of the artwork can be edited independently.			

Scrum Times

Day	Time

Monday (SCRUM meeting)	1:30 PM - 1:45 PM
Wednesday (SCRUM meeting)	1:30 PM - 1:45 PM
Thursday (meeting with TA)	9:00 AM - 10:00 AM
Thursday (Development meeting)	10:30 AM - 11:30 AM
Friday (SCRUM meeting)	1:30 PM - 1:45 PM
Sunday (Development meeting)	10:30 AM - 11:30 AM