

# Sprint 2 Plan

Pix Paint

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

Revision: 3

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## Goals

- Canvas presence (100 x 100 px)
- File opening functionality
- File saving functionality
- Pen/pencil tool with adjustable size and opacity
- Eraser tool with adjustable size and opacity

## Tasks

- User-story 2: As a program-user, I want to create/open/save/export a canvas that can have its dimensions set before/after creation.).
  - Opening/Saving/Exporting PNG/PIX
    - PNG
      - Task 1: Implement pseudo code
      - Task 2: Connect with UI
        - ◊ ~~Implement CTRL + S saving~~
        - ◊ ~~Implement Open on menu~~
        - ◊ ~~Implement Saving on Workspace~~
        - ◊ ~~Implement Open on Workspace~~
        - ◊ ~~Implement CTRL + O open~~
        - ◊ ~~Implement New on Workspace~~
        - ◊ ~~Implement CTRL + N new canvas~~
        - ◊ ~~Implement Export on Workspace~~

- ~~Current size, Resize, Download menu~~
    - ~~Should not change current file extension/most recently used path~~
  - PIX
    - Task 1: Research how to do
    - Task 2: Implement
  - Resize Canvas
    - Task 1: Connect global canvas\_size var to canvas size
- User-story 3: As a program-user, I want to use pen and eraser tools that can have their sizes/opacities adjusted.
  - Task 1: Research how to adjust pen/eraser size/opacity
  - Task 2: Demo
  - Task 3: Connect to global variables and implement into broader project
- User-story 4: As a program-user, I want to access colors from a color wheel to change the pen color.
  - Task 1: Implement changing pen's color
  - Task 2: Implement ability to blend colors

## Team Roles

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

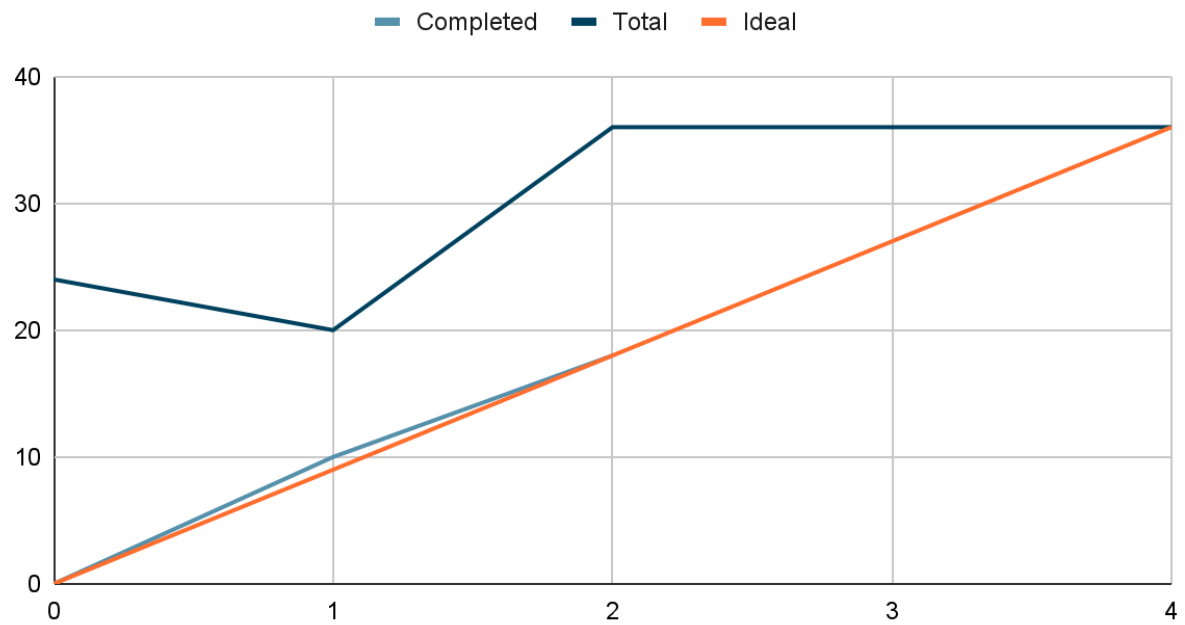
## Task Assignment

- Blair O'Brien:
  - User-story 2: Implement pseudo code
  - User-story 2: Connect with UI
- Daniel Phelps:
  - User-story 2: Research project opening/save
  - User-story 2: Implement project opening/save
- Likha Pulido:
  - User-story 2: Connect global canvas\_size to actual canvas
- Jennifer Chen:
  - User-story 3: research how to increase pen/eraser size
- Christy Miao:

- User-story 3: research how to change pen/eraser opacity + implement

## Burnup Chart

Burnup (Story-Point Completion Over Sprints)



# Scrum Board

| User-Story   | Not Started   | In-Progress  | Done  |
|--|---|--|---|
| Use Pix Paint as an offline/online application.  |   |  | <ul style="list-style-type: none"> <li>A: Make github repo (Blair)</li> <li>B: Research what tech to use (all members)</li> <li>C: Set up environment, folders, files etc (Blair)</li> <li>D: Create a basic exe that opens a window (Blair)</li> <li>E: Research how to create GUI (Likha)</li> <li>F: Implement GUI (Likha)</li> </ul>  |
| Create/open/save/export a canvas that can have its dimensions set before/after creation. | <ul style="list-style-type: none"> <li>K: Research how to allow export options for different resolutions.</li> <li>L: Implementation</li> </ul> | <ul style="list-style-type: none"> <li>J: Implement saving/opening canvas (christy, Daniel)</li> </ul> | <ul style="list-style-type: none"> <li>G: Implement canvas (christy, Jennifer, Likha)</li> <li>H: Research how to make a canvas (christy, Daniel)</li> <li>M: Research how to save a canvas as an image in general (Blair, christy)</li> <li>N: Research how to save the canvas in the .tiff or .png formats (christy, Blair)</li> <li>I: Research how to save canvas; how to restore it (christy, Daniel)</li> <li>Connect global canvas_size variables to canvas to make it adjustable</li> </ul> |
| Use pen and eraser tools that can have their sizes/opacities adjusted.                   |   |  | <ul style="list-style-type: none"> <li>P: Research implementing pen/eraser (Jennifer, Daniel)</li> <li>R: Research implementing size/opacity adjustments (Jennifer, christy)</li> <li>O: Implementation of pen/eraser (Jennifer, Daniel)</li> <li>Q: Implementation of size/opacity adjustments (Jennifer, christy)</li> </ul>  |
| Access colors from a color wheel to change the pen color.                                |   | <ul style="list-style-type: none"> <li>Implement ability to blend colors with opacity</li> </ul>       | <ul style="list-style-type: none"> <li>Connect global variables and implement</li> </ul>  |
| Zoom in/out to better see parts of canvas as needed.                                     |   |  |   |
| 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 |