Sprint 3 Plan

Pix Paint

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

Revision: 2

Revision Date: 5/11/24

Completion Date: 5/21/24

Goals

- Zoom in/out functionality
- Redo/undo functionality
- Resize canvas

Tasks

- User-story 5: As a program-user, I want to zoom in/out to see better parts of the canvas as needed.
    - Task 1: Research how to zoom in/out of canvas (look at viewport interaction)
    - Task 2: Implement
    - Task 3: Test/Debug
- User-story 6: As a program-user, I want to undo/redo a stroke.
    - Task 1: Research how to undo/redo a stroke
    - Task 2: Implement
    - Task 3: Test/Debug
- User-story 7: As a program-user, I want to resize my canvas anytime.
    - Task 1:Already implemented in workspace, now need to fix bug of resizing matching import/export
        - ~~Fix bug when resizing in export~~
        - ~~Extract dimensions from opened image~~
    - Task 2: Finish implementing canvas resize
        - ~~Resize drawing area~~

- - - ~~Figure out how to resize drawable area~~
      - ~~Figure out how preserve pixels of drawing while resizing~~
    - Task 3: Test/Debug
      - ~~Fix bug where images cannot be saved to a smaller set of dimensions~~
- 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.).
  - ~~Task 1: Fix bug where after downloading our current repository trying to use the export feature crashes the program~~
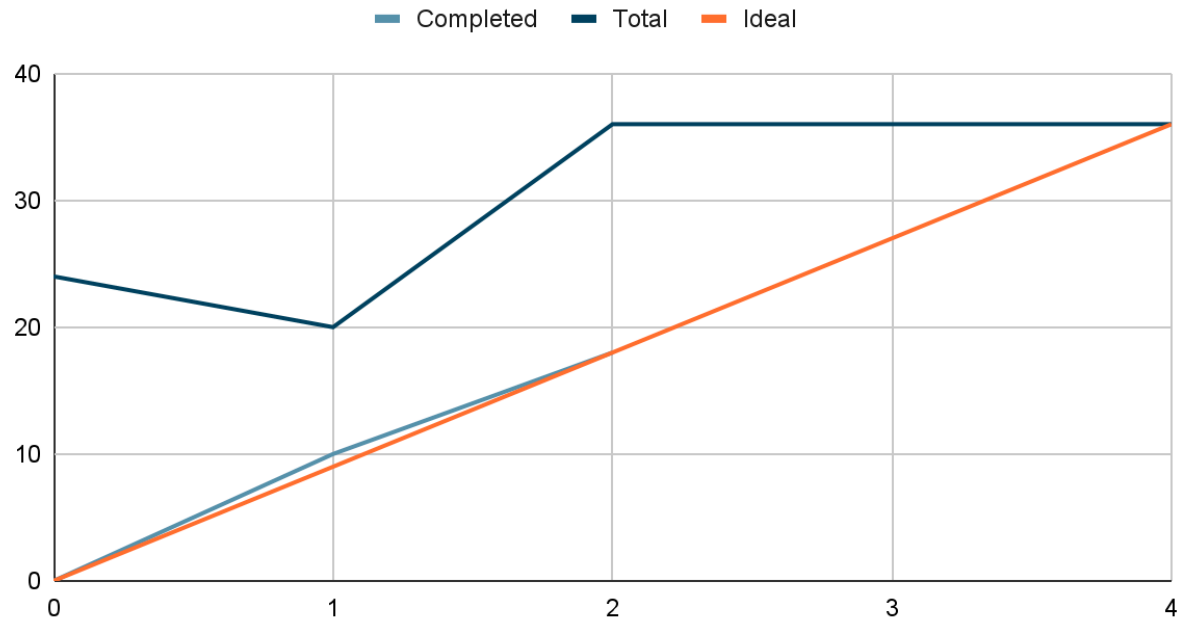
Team Roles

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

Task Assignment

- Blair O'Brien:
  - User-story 7: Fix bug of resizing matching import/export
  - User-story 7: Finish implementing canvas resize
  - User-story 7: Test/Debug
- Daniel Phelps:
  - User-story 2: Fix bug where after downloading our current repository trying to use the export feature crashes the program
- Likha Pulido:
  - User story 5: research zoom in/out implementation
  - User story 5: implement zoom in/out
- Jennifer Chen:
  - User-story 6: research redo functionality, implement + test/debug
- Christy Miao:
  - User-story 6: research undo functionality, implement + test/debug

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.			• 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