USER STORIES

#BASE A user should be able to login or create a new admin or customer account.

a) Description: User must be able to login or create a new admin or customer account.
They should receive an error message if they enter the wrong username or password, or enter an existing username when creating an account.

b) Task: Create the necessary UI elements, classes, and methods.

c) Test: Login and create accounts and verify they exist by looking at the database.

d) Priority: 1

e) Estimation: 1 = 2 hours

f) Done: Users can log in and create both admin and customer accounts successfully.

Assignee: San

#1 A user should be able to click a help button.

a) Description: User must be able to click a help button that will explain how the program operates.

b) Task: Create the necessary UI elements and a helpful explanation on how to operate the program.

c) Test: Click the button in admin and customer logins.

d) Priority: 9

e) Estimation: 2

f) Done: The button works and displays an explanation on how to operate the program.

Assignee: San

#2 A user should be able to view a sales pitch window.

a) Description: A user should be able to click a sales pitch button outside of the main program which then includes the key selling points of a 2D Graphics Modeler.

b) Task: Create the necessary UI elements and a convincing sales pitch.

c) Test: Click the button.

d) Priority: 9

e) Estimation: 1

f) Done: The button works and displays a convincing sales pitch.

Assignee: San

#3 “Contact Us”

a) **Description:** A user should be able to see/ access “Contact Us” information that describes not only methods of contacting our development help team, but when they are able to.
b) **Task:** Create the necessary UI elements that display and ensure the user is able to contact the necessary help.
c) **Test:** Output the display
d) **Priority:** 7
e) **Estimation:** 1
f) **Done:** The information is displayed in a simple and easy to read manner.

Assignee: Wes

#4 Display graphics on a “canvas”

a) **Description:** A user should be able to create and display shapes on the provided canvas that allows for many changes to the shape that follows the client’s needs. These graphics are in 2D format, and include a variety of shapes.
b) **Task:** first create a canvas that can hold the outputted shapes, then create a UI to allow changing attributes of the shapes.
c) **Test:** Output the shapes to the canvas and manipulate the attributes via UI
d) **Priority:** 2
e) **Estimation:** 6
f) **Done:** Shapes are successfully outputted onto canvas with a toolbar to manipulate traits.

Assignee: Alex

#5 Maintenance Plan

a) **Description:** A user should be able to obtain the logistics or maintenance plan of how the software will be updated and maintained.
b) **Task:** Outline a maintenance plan that will detail the costs and time zones for completion of “new versions” of this particular program.
c) **Test:** N/A
d) **Priority:** 7
e) **Estimation:** 1
f) **Done:** Development team and client agree on set maintenance plan.

Assignee: Andrew

#6 Object Information

a) **Description:** A user should be able to obtain a list of all of the objects on the current canvas, as well as the related information.
b) **Task:** Output a table with cells that represent characteristics of the corresponding shape object.
c) **Test:** Adding/Deleting objects on the canvas and checking the table for the correct updates.
d) **Priority:** 3
e) **Estimation:** 3
f) **Done:** When all of the relevant information stored on the class can be output to the table.

Assignee: Wes

#7 Layer Change

a) **Description:** A user should be able to change the layering on the canvas. (A.k.a change render prioritization).
b) **Task:** Add arrows that changes which objects are higher on the priority of the render
c) **Test:** moving layers on the canvas and checking if objects on the canvas are rendering properly
d) **Priority:** 4
e) **Estimation:** 2
f) **Done:** When the canvas can correctly prioritize the layers on the canvas.

Assignee: Andrew

#8 Delete Objects

a) **Description:** A user should be able delete objects off of the canvas.
b) **Task:** Giving Administrators the power to add and delete items from the 2d modeler.
c) **Test:** Adding/Deleting objects on the canvas and checking the table for the correct updates.
d) **Priority:** 3
e) **Estimation:** 3
f) **Done:** When objects can be successfully removed from the canvas.

Assignee: Andrew

#9 Load 2d image from file

a) **Description:** A user should be able to load a 2D object from a file.
b) **Task:** Giving all users the ability to look at 2d objects from the corresponding file.

c) **Test:** Loading from Valid/invalid Files.
d) **Priority:** 2
e) **Estimation:** 3
f) **Done:** When 2D objects can be successfully loaded from a file to the canvas.

Assignee: Alex

#10 Move existance object on the canvas.

a) **Description:** A user should be able to move already created objects on the canvas.
b) **Task:** Giving Administrators the power to move items on the canvas.
c) **Test:** Making sure that the move options actually move the object on the canvas.
d) **Priority:** 5
e) **Estimation:** 2
f) **Done:** When objects can be successfully moved around the canvas.

Assignee: Alex