Sprint Plan #2

Programming Life 4

User story	Task	Task assigned t	Estimated number of hours	Priority (scale 1-5; low to high)	Notes
As a user, I want an uncluttered (no conflicting colors), logically arranged graphical interface.	Create mockups of the end product, including all widgets and features with their details.	Owen & Jente	7	4	Owen is the artist, Jente is there for feedback.
	Define color palette for nodes and edges.	Owen & Jente	2	2	Includes research into color blindness and psychological effects of colors.
As a user, I want to be able to see the DNA sequences in an alignment graph.	Implement a topologically sorted layout.	Gerlof & Skip	12	5	Research what to sort on, implement sorting in GraphStream, make it efficient, and think about clustering.
As a user, I want to be able to quickly distinguish nodes.	Automatic color code of nodes.	Owen & Piet	2	4	
	Implement different shapes for nodes.	Owen & Piet	2	2	
	Automatic color code edges.	Owen & Piet	2	3	
As a user, I want to be able to interact with the graph to obtain different information about genome samples.	Zoom in on the graph.	Gerlof	2	5	
	Define different zoom levels.	Gerlof & Skip	1,5	5	Includes research into existing products' semantic zooming and defining the amount of zoom levels.
	Semantic zooming.	Gerlof & Skip	12	5	Depends on "zoom in on the graph" and "define different zoomlevels".
As a user, I want to be able to drag the graph around.	Implement panning (dragging with the mouse button).	Jente	3	4	
	Implement scrolling with scrollbar.	Jente	3	3	Perhaps a minimap is better (investigate).
As a user, I want to be able to interact with nodes.	Make group selection on nodes.	Jente	3	5	
	Make right-click menus possible.	Jente	4	4	
As a user, I want to be able to cluster nodes.	Implement clustering of nodes.	Skip	5,5	4	Depends on "interacting with nodes".

Justification of priorities

The most important task this sprint will be providing an overall meaningful representation of the genome data. These tasks involve the general layout of the graph and the ability to zoom in on it (including semantic zooming). These three features are crucial, as future features will most likely depend on them. Furthermore, creating a mockup of the end product is by all means very important. This helps the customer to provide early feedback on what they would like to (not) see in the application. The future implementation of the GUI also depends on this.