Scrum Meeting Monday 7/15/2019

William is currently working on the rectangle source code. Alex and Oliver are working on the reading and writing/saving and loading function. Oliver finalized shape buffer and is working on render Area. Rectangle is currently missing causing causing some compilation errors. And there was a slight mishap with github earlier today. Matin is working on square and is testing each shape implementation tonight. Alex is working on palette and render area background color. Ellips is being worked on by Cena. Matin is working on polyline.

Scrum Meeting Tuesday 7/16/2019

The file parser works 100%, Oliver took a very long time working with QPainter. Text is complete and should support color and fonts. Two branches havre appeared where half of the team is working on UI and the other half works on shape functionality. Unfortunately, there is a lot of homework these two last weeks meaning there is little time to do work.Some Ideas on moving shapes include shape following the mouse. Most programmers are working on ironing out the remaining shapes, the shape buffer, and the UI.

Scrum Meeting Wednesday 7/17/2019

We officially have shapes properly rendering on screen. Merged a large branch from oliver into the origin master. Get info is being worked on for various different shapes and proper resizing of GUI elements. We need to add default constructors to shapes. We have added number labels to shapes and work on readout. File IO and Deoxygen work. Background color work. Deoxygen division of labor, Oliver has started selection sort algorithm. Finish file outstream, should be working by class tomorrow.Exception handling needs to be done, a window popup

Scrum Meeting Thursday 7/18/2019

We have finalized the shape classes. The shapes appear on the screen and render properly. We are still working on writing to the text files and retrofitting render area. Typing in to the UI to move one object at a time, not all. Use the readout function to print out. Background color in the palette is working properly. We are nearing completion on the product. We will meet at mission viejo Library @ 1:00 on 7/19/2019. We’re still working on the Deoxygen.

Scrum Meeting Friday 7/19/2019

QText was throwing exceptions when calling the default constructor for text. The Q file stream missed the last object as an error. Other than that, almost everything else is complete. Deoxygen documentation will be done within the hour. Shape moving is complete and so is the palette. We should be done completely by monday.