

Walls and Holes

Sprint 2 Plan

Product name: Walls and Holes
Team name: 3D Map Tool Team
[Planned] Release Date: 3/9/18
Version 0.1, revised 2/3/18

High Level Goals: Be able to block out a 2D map with a tile grid, and automatically have it converted into a usable 3D map. The 3D map to be generated will be viewable in an in app view. Be able to create (or import) custom materials, and have them applied to prespecified tiles. Have access to intuitive tools to assist in the creation and editing of a map.

User Stories

1. As a user, I want the program to export tileTemplate definition files and map files separately.

Tasks:

- Remove TileMap dependences. Make saving work without it. (2)
- Separate TileMapTemplate saving from map saving. (2)
- Add extra dialog when tileTemplateSet can't be found. (1)

Total Hours for US 1: 4

2. As a level designer, I should be able to see different views of the tile map to better understand what the output will be.

Tasks:

- Make MapCellGraphicsItem class. (2)
- Implementing into mapcell. (2)

Total Hours for US 2: 4

3. As a level designer, I want to be able to create custom tileTemplates.

4. As a user I should be able to see and edit the list of TileTemplates I want to use

Tasks:

- Make a model view for the tileTemplates. (3)
- Create UI for editing tileTemplates. (2)

Total Hours for US 3 & US 4: 5

5. As a map maker, I want to edit the map with various convenient tools: 1-Eraser, 5-Selection tool, 3-Shape Tool, 5-Fill tool, 2-Smooth height brush

Tasks:

- Create abstract shape tool class. (2)
- Create fill tool. (3)
- Create eraser. (1)
- Create smooth brush. (2)
- Line tool, rect tool, circle tool. (1)
- Selection tool. (5)

Total Hours for US 5: 14

6. As a level designer, I should be able to preview the changes my tool is about to make.

Tasks:

- Create "Preview GraphicsItem". (2)
- Add Preview GraphicsItem to Abstract tile tool and manager. (2)
- Add preview functionality to brush tool. (1)

Total Hours for US 6: 4

7. As a level designer I should be able to define map presets

Tasks:

- Ceiling output for map2mesh (something basic for now) (2)
- Add properties to TileMap. (1)
- Add the ability to edit properties to Map creation. (1)

Total Hours for US 7: 4