

# Walls and Holes

## Sprint 2 Plan

Product name: Walls and Holes

Team name: 3D Map Tool Team

[Planned] Release Date: 3/9/18

Version 0.2, revised 2/7/18

**High Level Goals:** Increase product usability by introducing a suite of tools to improve map editing. Increase flexibility in design by allowing for multiple customizable tile templates in separate tile template sets. Increase performance in mesh generation, and quality of output mesh.

### 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)
- Sperate 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 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: 5**

4. As a map maker, I want to edit the map with various convenient tools:

**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 4: 14**

5. 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 5: 4**

6. 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 6: 4**

7. As a user, I should be able to use several different TileTemplateSets within a single map.

**Tasks:**

- UI for adding / saving / loading (2)
- Interfaces with data on backend (1)
- Updates TileTemplateView correctly (1)

**Total Hours for US 7: 4**