

# Walls and Holes

## Sprint 1 Plan

Product name: Walls and Holes  
Team name: 3D Map Tool Team  
[Planned] Release Date: 3/9/18  
Version 0.1, revised 1/18/18

**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 level designer, I want to be able to assign cells of a grid to different tile presets

**Tasks:**

- Create the Editor class (1 hour)
- Create the MapView class (8 hours)
- Create the ToolManager class (2 hours)
- Create TileMap class (1 hour)
- Create AbstractTool class (1 hour)
- Create TileMap class (1 hour)
- Sew the tools and map view together (1 hour)

**Total Hours for US 1: 16**

2. As a map maker I want to turn the 2D map into a 3D map

**Tasks:**

- Finalize the mesh format (5 hours)
- Plan Map2Mesh class (10 hours)

**Total Hours for US 2: 15**

3. As a 3D modeler I want to be able to export a 3D map

**Tasks:**

- Write .obj loading function (3 hours)
- Write .obj saving function (2 hours)

**Total Hours for US 3: 5**

4. As a level designer I want to be able to see the 3D view of a map

**Tasks:**

- Create MeshView class (10 hours)
- Implement camera panning (2 hours)
- Camera Zooming (2 hours)
- Make MeshView and scene info QObjects and create update slots (5 hours)

**Total Hours for US 4: 19**

5. As a user I should be able to save and load

**Tasks:**

- Implement save and load of TileMap (5 hours)

**Totals Hours for US 5: 5**



