Project Title:

**<Multi Modal Interactive Paint>**

Student Members:

**Andrew Mitchell**

**Garrett Lemieux**

**...**

Product Owners:

**Francisco R. Ortega**

Mentors:

**Francisco R. Ortega**

Instructor:

**Masoud Sadjadi**

**Sprint Planning 1**

Date: 1/19/2016

Attendees: Garrett, Andrew, Professor Ortega

Start time: 4:30

End time: 5:30

After discussion, the velocity of the team were estimated to be ??.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

* User Story #497 up to User Story (Learning C++, Technologies, and Magnum).

The team members indicated their willingness to work on the following user stories.

* Both Garrett and Andrew were assigned the same user stories, to learn C++, Magnum, download and play with the technology’s provided including Microsoft Kinect, Tobii eyeX, Acer Multitouch Screen, Leap Motion Controller. In addition to reviewing the previous semesters Framework and using that to test some of the technologies, so we are familiar with the environment.

**Sprint Planning 2**

Date: 1/31/2016

Attendees: Garrett, Andrew, Professor Ortega

Start time: 9:20

End time: 11:33

After discussion, the velocity of the team were estimated to be 49.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority. (See below for specifics)

* User Story 549
* User Story 552
* User Story 562
* User Story 563
* User Story 553
* User Story 550
* User Story 560
* User Story 548
* User Story 546
* User Story 554

The team members indicated their willingness to work on the following user stories.

Andrew :

#549 - 1 points - Change Background Color

#552 - 3 points - Create Circle Shape

#562 - 2 points - Implement Triangle Shapes.

#563 - 1 Points - Implement Rectangle Shapes.

#553 - 5 points - Smooth Lines

#550 - 8 points - Add Multiple Layers

#560 - 5 points - Read EyeX Eye Locations.

Garrett:

#548 - 8 points - Draw lines with leap motion

#546 - 8 points - Find working leap motion gestures

#554 - 8 Points - Save a File

**Sprint Planning 3**

Date: 2/14/2016

Attendees: Garrett, Andrew, Professor Ortega

Start time: 7:45

End time: 8:40

After discussion, the velocity of the team were estimated to be 46 points.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority. (See below for specifics)

* 558
* 590
* 591
* 592
* 548
* 546
* 554

The team members indicated their willingness to work on the following user stories.

Andrew :

#558 - 5 Points - Design Proper Feedback for Multitouch

#590 - 5 Points - Improve Performance

#591 - 5 Points - Design UI for Multitouch

#592 - 8 Points - Implement feedback for multitouch

Garrett:

#548 - 8 points - Draw lines with leap motion

#546 - 8 points - Find working leap motion gestures

#554 - 8 Points - Save a File

**Sprint Planning 4**

Date: 2/27/2016

Attendees: Garrett, Andrew, Professor Ortega

Start time: 11:15

End time: 12:45

After discussion, the velocity of the team were estimated to be 47 points.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority. (See below for specifics)

* #623 - 2 Points - Create Multitouch ReadMe
* #625 - 2 Points - Provide leapmotion read me for user
* #632 - 5 Points - Implementation of UI Menu
* #629 - 5 Points - Disable Gestures while drawing.
* #623 - 5 Points - Implement Double Tap Multitouch Gesture
* #634 - 3 Points - Enable device’s connection status
* #626 - 5 Points - Enable Alpha Coloring for Shapes
* #627 - 5 Points - Create layer visualization menu
* #628 - 3 Points - Design Device Modes
* #636 - 3 Points - Develop interactive paint device modes
* #633 - 2 Points - Implement icons for gestures
* #631 - 2 Points - Refactor “Touch” code
* #630 - 5 Points - Create Vertical Symmetry Line
* #635 - 3 Points - Work with intel camera

The team members indicated their willingness to work on the following user stories.

Andrew :

* #623 - 2 Points - Create Multitouch ReadMe
* #631 - 2 Points - Refactor “Touch” code
* #624 - 5 Points - Implement Double Tap Multitouch Gesture
* #626 - 5 Points - Enable Alpha Coloring for Shapes
* #627 - 5 Points - Create layer visualization menu
* #628 - 3 Points - Design Device Modes
* #630 - 5 Points - Create Vertical Symmetry Line

Garrett:

* #625 - 2 Points - Provide leapmotion read me for user
* #629 - 5 Points - Disable Gestures while drawing.
* #632 - 5 Points - Implementation of UI Menu
* #636 - 3 Points - Develop interactive paint device modes
* #634 - 3 Points - Enable device’s connection status
* #633 - 2 Points - Implement icons for gestures
* #635 - 3 Points - Work with intel camera

**Sprint Planning 5**

Date: 3/13/2016

Attendees: Garrett, Andrew, Professor Ortega

Start time: 9:55

End time: 11:05

After discussion, the velocity of the team were estimated to be 49 points.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority. (See below for specifics) (UPDATING DURING SPRING BREAK WITH USER STORY NUMBERS)

* Implement Override Modes
* Add layer transparency
* Proximity menu for leap motion
* LibUSB Research
* Implement Time Machine
* Transparent Eraser
* Leap Motion Shapes
* Real Sense Functionality
* Libcinder has Multitouch research
* Additional Multitouch Gestures
* Transparency on saves
* Add ‘Cool’ Shader functionality.

The team members indicated their willingness to work on the following user stories.

Andrew :

* 5 - Add Layer Transparency #662
* 5 - Implement Override Modes #678
* 3 Add Transparency on Save #664
* 3 Make eraser erase ‘transparent’ #665
* 3 Leap Motion Shapes#666
* 3 Add MultiTouch Gestures#668
* 2 ‘Research Libcinder Has Multitouch’ #667

Garrett:

* 10 - RealSense Implementation (Will be split into smaller User stories before end spring break)
* 5 - Create Shader
* 5 - Proximity Menu for Leap Motion
* 2 - LibUSB Brainstorm
* 3 - Set up time machine functionality or “undo” functionality

**Sprint Planning 6**

Date: 4/2/2016

Attendees: Garrett, Andrew, Professor Ortega

Start time: 2:55

End time: 3:30

After discussion, the velocity of the team were estimated to be 45 points.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority. (See below for specifics)

* 3 - Add Realsense to Override Mode - #700
* 10 - Add additional functionality for Real Sense - #708
* 3 - Implement Additional Gestures for Real Sense - #703
* 2 - Add Chrono to Device Detection - #699
* 2 - Find Icons - # 701
* 5 - Implement Solid Background - #702
* 10 - Implement Basic Text - #698
* 3 - Integrate Real Sense into Default Mode - #707
* 2 - Integrate Real Sense into Devicehandler - #706
* 2 - Design Start up Image - #649
* 3 - Reset Default Mode on Device Disconnect - #559

The team members indicated their willingness to work on the following user stories.

Andrew :

* 5 - Implement Solid Background - #702
* 2 - Find Icons - # 701
* 3 - Add Realsense to Override Mode - #700
* 2 - Add Chrono to Device Detection - #699
* 10 - Implement Basic Text - #698

Garrett:

* 10 - Add additional functionality for Real Sense - #708
* 3 - Integrate Real Sense into Default Mode - #707
* 2 - Integrate Real Sense into Devicehandler - #706
* 3 - Implement Additional Gestures for Real Sense - #703
* 2 - Design Start up Image - #649
* 3 - Reset Default Mode on Device Disconnect - #559

**Sprint Planning 7**

Date: 4/17/2016

Attendees: Garrett, Andrew, Professor Ortega

Start time: 11:10

End time: 11:40

After discussion, the velocity of the team were estimated to be 45 points.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority. (See below for specifics)

* 3 Icons Implemented
* 2 Draw UI Improvements
* 3 Compress Brush Buttons
* 1 Add Frames Per Second Counter
* 3 Add Start Up Image
* Develop Leap Motion and Real Sense User Guide - 10
* Develop Multitouch and EyeX User Guide - 10
* Ensure Bugless Leap Motion and Real Sense Interaction - 5
* Ensure Bugless Multitouch and EyeX Interaction - 5

The team members indicated their willingness to work on the following user stories.

Andrew :

* 3 Draw UI Improvements - #731
* 3 Icons Implemented - #730
* 2 Add Frames Per second counter- #733
* 10 Develop Multitouch and EyeX User Guide - #734
* 5 Ensure Bugless Multitouch and EyeX Interaction - #736

Garrett:

* 5 Compress Brush Buttons - #732
* 3 Add Start up Image - #735
* 10 Develop Leap Motion and Real Sense User Guide - #737
* 5 Ensure Bugless Leap Motion and Real Sense Interaction - #738

**Sprint Planning - For Product Backlog**

Date: 5/1/2016

Attendees: Garrett, Andrew, Professor Ortega

Start time: 12:45

End time: 1:30

After discussion, the velocity of the team were estimated to be NO points.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority. (See below for specifics)

* #753 Implement Threading
* #754 Add Active Pen Support
* #755 Implement Speech Recognition
* Implement Gamified Tutorial

The team members indicated their willingness to work on the following user stories.

Andrew :

* N/a

Garrett:

* N/a