**Sprint Two**

Project Manager: Dr. Blanche Cohen

Scrum Master: Dustin Shaver

Product Owner: Nick Miller

Team Members: Omar Bitar, Francesco Limoni, and Jacob Watters

Introduction

Team 3 is creating a simple drawing program we are naming “Pixel Image Editor” (or PIE for short). It is coded in Ruby, using the FXRuby gem libraries. This program is written specifically for a desktop computer or laptop, not a tablet or mobile device. The GitHub repository link is: https://github.com/FrancescoLimoni/Pixel-Image-Editor.

Research Progress and Project Demonstration

Each team member researched for this project individually depending on their experience. Everyone has become more familiar with the FXRuby library and how it works. A great deal of research has been put into the Canvas, and Color Wheel aspects of the editor because these two panels will be the most difficult functionality to program next to the layer panel (Layer Panel is not the priority right now).

The program demonstrated today is the result of our Sprint Two goal to finish the skeleton of the pixel editor. As a team, we decided it would be beneficial to get the GUI built and each panel outlined. We feel that this will greatly increase the efficiency of integrating and testing functionality into the image editor. What follows is an overview of each panel in the editor.

§ **Canvas Module** – The blank canvas where the user will be able to draw. Eventually, the canvas will be resizable and the user will have the option to zoom in or out.

§ **Brush Module** – A sidebar with different “brush sizes” for the pixel editing. This ranges from using a brush that is 1 pixel by 1 pixel to some larger size, which is currently not decided upon.

§ **Color Module** – A sidebar with some form of a color picker. Eventually, this will be where the user can change the color of the brush they are currently using, and define their own colors.

§ **Toolbar Module** – The toolbar across the top of the screen where the buttons to Save and access program documentation is.

§ **Layering Module** – A sidebar where the user will organize the different layers to their pixel project.

All of the modules mentioned above then communicate through the Main file, where they are formatted using frames provided in FXRuby. The Layering Module was considered extra for this week, not part of our main priority.

Comparison to Project Plan

We have made great progress towards making the editor look like the concept art (Though we still have a ways to go). We now have a solid foundation to work from, so for future sprints, we will put visual appearance on the backburner until basic functionality is worked out. We are on track to finish the pixel editor by the end of the semester. There are no current plans to scale back the project.

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| --- | --- |
| Concept art | Version 1.1 |

Sprint Two Retrospective

Each team member and the team as a whole has improved with organization. That being said we still have a ways to go. There has been some miscommunication about what our sprint goals are as well as what should and should not be added to the code base.

Most things went well for the team during this sprint. As a whole, Our plan for implementing improvements is to perfect our communication as was the goal for the last sprint. Our team gets a lot of work done and can normally stay on-task pretty well. But when we are apart, we forget to tag each other on Discord and forget to check our notifications. With better communication, our Sprint will be even more productive next time.

Hours

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| --- | --- |
| Team Member | Hours Worked for Sprint 1 |
| Omar Bitar | 14 hr 0 min |
| Francesco Limoni | 13 hr 0 min |
| Nick Miller | 9 hr 30 min |
| Dustin Shaver | 12 hr 0 min |
| Jacob Watters | 10 hr 45 min |

Tools and Resources

Language used: Ruby - ruby-lang.org/en/

Gem for GUI used: FXRuby - fxruby.org/

IDE for Ruby: Aptana Studio 3 - aptana.com/

Documentation for FXRuby: Online - rubydoc.info/gems/fxruby/Fox/

Book on FXRuby: FXRuby - https://media.pragprog.com/titles/fxruby/tables.pdf

Guide for Scrums and Sprints: The Scrum Guide - https://www.scrumguides.org/docs/scrum

guide/v2017/2017-Scrum-Guide-US.pdf

Repository Hosting: GitHub – github.com/

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