Heading

Sprint 4 Plan
EZ 3D
Revision 1
Nov. 17, 2021

Goal:

The goal for this Sprint is to add any remaining crucial components and get ready for presenting our MVP.

Task Listing, organized by user story:

User Story 1: As a regular user of EZ 3D, I need to be able to export/import my work so I can easily pick up where I left off.(obj/stl)
Task 1: Link a dropdown menu "export" to download an obj (or stl) file
Task 2: Populate the export file with the correct information
Task 3: create import that allows file selection and loads into the scene

User Story 2: As a 3D modeler, I need to be able to bring meshes (cube, sphere, cylinder, etc.) into the scene so I can make assets and environments.
Task 1: create more options in nav bar
Task 2: import more primitive shapes

User Story 3: As a 3D modeler, I need all of my meshes to be in the outliner and the ability to hide/name objects in the scene.
Task 1: Hide mesh by button
Task 2: Name objects by clicking on name in object list

User Story 4: As a new 3D modeler, I need a user manual, so that I can understand how to use the product.
Task 1: Create a help button on taskbar
Task 2: When clicked, it opens a new page with instructions for use

User Story 5: As a 3D modeler, I want to be able to toggle fog on/off.
Task1: Add toggle button in scene window
Task2: Make it functional

User Story 6: As a 3D modeler, I may want to give my shapes more resolution (e.g., changing the # of sides on a cylinder in my scene).
Task 1: Create a UI that does the above action in the corresponding window
Task 2: Link the UI with the corresponding mesh's vertices

User Story 7: As a 3D modeler, I need to be able to at least undo the last mistake that I made

Task 1: create a way to save the last state after every change to the grouplist, lightdata, modeldata lists
Task 2: create a function to revert to the last state
Task 3: create a way to save the current state right before an undo, enabling the redo function
Task 4: create a function to redo the undo

User Story 9000: As a developer of the project, I want to know what and where everything is.
Task 1: Document everything. Mandatory for all.

Team Roles:

Antonio Ibarrola: Developer
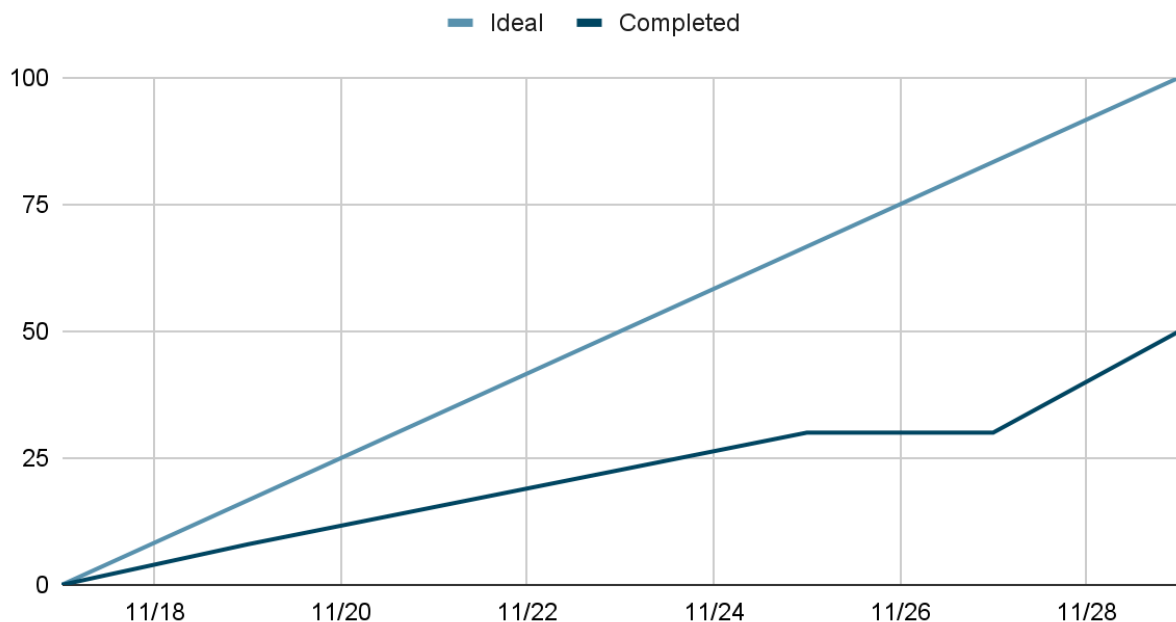Cameron Taylor: Product Owner, Developer
Eric Huang: Scrum Master, Developer
Gabriel Aizenman: Developer
Ruiyang Liu: Developer
Zachary Booth: Developer

Initial burnup chart:

Initial Scrum board and Task Assignment:

Scrum Board 4

Stories	To Do	In Progress	Done
User Story 1: As a regular user of EZ 3D, I need to be able to export/import my work so I can easily pick up where I left off.(obj/stl) Zach	Task 1: Link a dropdown menu "export" to download an obj (or stl) file Task 2: Populate the export file with the correct information Task 3: create import that allows file selection and loads into the scene		
User Story 2: As a 3D modeler, I need to be able to bring meshes (cube, sphere, cylinder, etc.) into the scene so I can make assets and environments.	Task 2: import more primitive shapes	Task 1: create more options in nav bar (Antonio)	
User Story 3: As a 3D modeler, I need all of my meshes to be in the outliner and the ability to hide/name objects in the scene.		Task 1: Hide mesh by button(Cam) Task2:Add two eye svgs(Cam) Task 3: Name objects by clicking on name in object list (Rui)	
User Story 4: As a new 3D modeler, I need a user manual, so that I can understand how to use the product. Cam	Task 2: When clicked, it opens a new page with instructions for use	Task 1: Create a help button on taskbar (Rui)	
User Story 5: As a 3D modeler, I want to be able to toggle fog on/off.	Task 2: Make it functional (Gabi)	Task 1: Add toggle button in scene window (Gabi)	
User Story 6: As a 3D modeler, I may want to give my shapes more resolution (e.g., changing the # of sides on a cylinder in my scene).	Task 2: Link the UI with the corresponding mesh's vertices (Antonio)	Task 1: Create a UI that does the above action in the corresponding window (Antonio)	
User Story 7: As a 3D modeler, I need to be able to at least undo the last mistake that I made.	Task 2: create a function to revert to the last state Task 3 create a way to save the current state right before an undo, enabling the redo function Task 4: create a function to redo the undo	Task 1: create a way to save the last state after every change to the group list, light list, model data lists (Eric)	
User Story 9000: As a developer of the project, I need the code to uncluttered		Task 1: Document everything. Mandatory for all.	

Scrum times:
MWF after classes

Product Backlog:

Duplicate

Have user input for Rotation in Number-input be degrees, instead of radians

Faceted Shading

UUID of light objects (manually name them)

Camera (ortho, front, top views)

Background color

Coding Standard Sheet

UV data