### <u>Heading</u>

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

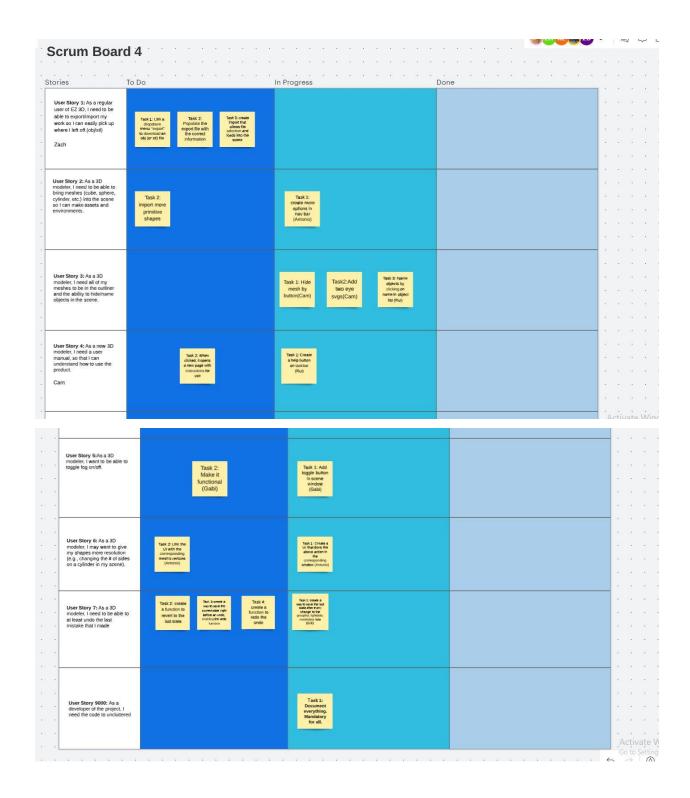
Cameron Taylor: Product Owner, Developer Eric Huang: Scrum Master, Developer

Gabriel Aizenman: Developer

Ruiyang Liu: Developer Zachary Booth: Developer

## **Initial burnup chart:**

**Initial Scrum board and Task Assignment:** 



## **Scrum times:**

MWF after classes

# **Product Backlog:**

Duplicate
Faceted Shading
UUID of light objects (manually name them)
Camera (ortho, front, top views)
Background color
Coding Standard Sheet
UV data