

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
<p>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)</p> <p>Zach</p>	<p>Task 1: Link a dropdown menu "export" to download an .obj (or .stl) file</p> <p>Task 2: Populate the export file with the correct information</p> <p>Task 3: create import that alerts file selection and loads into the scene</p>		
<p>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.</p>	<p>Task 2: import more primitive shapes</p>	<p>Task 1: create more options in ray bar (Antenna)</p>	
<p>User Story 3: As a 3D modeler, I need all of my meshes to be in the outline and the ability to hide/name objects in the scene.</p>		<p>Task 1: Hide mesh by button(Cam)</p> <p>Task2:Add two eye svgs(Cam)</p> <p>Task 3: Name objects by clicking on name in object list (Pul)</p>	
<p>User Story 4: As a new 3D modeler, I need a user manual, so that I can understand how to use the product.</p> <p>Cam</p>	<p>Task 2: When clicked, it opens a new page with instructions for use</p>	<p>Task 1: Create a help button on toolbar (Pul)</p>	
<p>User Story 5:As a 3D modeler, I want to be able to toggle fog on/off.</p>	<p>Task 2: Make it functional (Gabi)</p>	<p>Task 1: Add toggle button in scene window (Gabi)</p>	
<p>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).</p>	<p>Task 2: Link the UI with the corresponding mesh's vertices (Antonio)</p>	<p>Task 1: Create a UI that does the above action in the corresponding window (Antonio)</p>	
<p>User Story 7: As a 3D modeler, I need to be able to at least undo the last mistake that I made</p>	<p>Task 2: create a function to revert to the last state</p> <p>Task 3: create a way to save the current state right before an undo, enabling the undo function</p> <p>Task 4: create a function to redo the undo</p>	<p>Task 1: create a way to save the last state after every change in the graphics, textures, materials list (Eric)</p>	
<p>User Story 9000: As a developer of the project, I need the code to be uncluttered</p>		<p>Task 1: Document everything. Mandatory for all.</p>	

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
