

## **Heading**

Sprint 3 Plan

EZ 3D

Revision 1

Nov. 3, 2021

## **Goal:**

The goal for this Sprint is to

- Fix some of the bugs that have carried over from foundational user stories that can't go on the backlog
- To start adding some efficient workflow functions to the viewport

## **Task Listing, organized by user story:**

**User Story 1:** As a 3D modeler, I need to be able to manipulate Translate/Rotate/Scale with click/drag and/or by units so I can be as precise as I want.

Task 1: Make it possible to select one gizmos at a time

Task 2: (*BUG*) Disable orbit controls as the gizmo is activated

Task 3: Gizmos need to be toggled off until user wants to manipulate a mesh

**User Story 2:** As a 3D modeler, I need to be able to manipulate the light sources so the shading looks the way I want.

Task 1: Make controls for an ambient light source in the outliner

Task 2: Make creation and controls for directional lighting in the outliner

Task 3: Make a create button and controls for each point light in the outliner

Task 4: Make a way to remove different light sources

**User Story 3:** As a 3D modeler, I need all of my options in a nicely formatted dropdown or outliner menu, so I can work efficiently.

Task 1: Use React to set up the Navbar menu and the Outliner (Monday) Cameron

Task 2: Make the menu bar cut off with the outliner

Task 3: Make list of instances added to the scene

Task 4: Make the instances selectable from the outliner and viewport

Task 5: Mesh visibility toggle from the outliner

**User Story 4:** As a developer of the project, I need the code to be uncluttered

Task 1: Document everything. Mandatory for all.

Task 2: Add components folder to src

Task 3: Make most functions in App.js a component in it's own file.

**User Story 5:** As an artist, I need Wireframe/Faceted/Smooth shading options so I can specialize the aesthetic of my scene.

Task 1: Make a selector in the outliner  
Task 2: Make Wireframe shading option  
Task 3: Make Faceted shading option

**User Story 6:** As a 3D modeler, I need to be able to change the color of each of my meshes so I can make distinct meshes in my scene.

Task 1: Make a color wheel selector available in the outliner (Can pull from old code)  
Task 2: Make selected object change color to the selected one

**User Story 7:** 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)

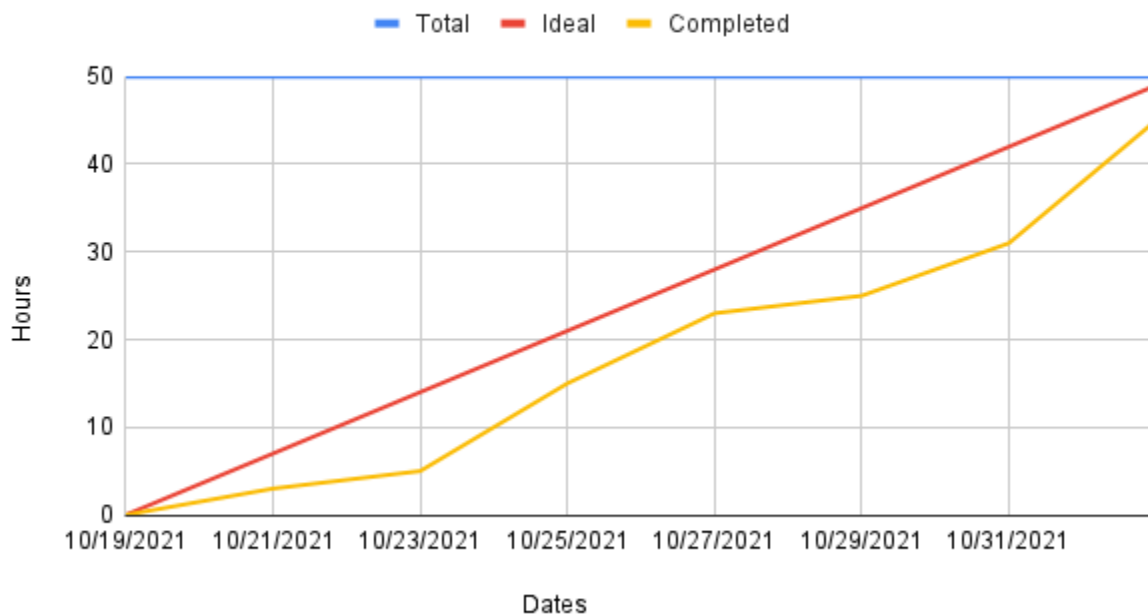
Task 1: Export the object in different formats (obj/stl)  
Task 2: Import objects into the scene (obj)

### **Team Roles:**

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

### **Initial burnup chart:**

Burnup Chart



## Initial Scrum board and Task Assignment:

Scrum Board 3			
Stories	To Do	In Progress	Done
User Story 1: As a 3D modeler, I need to be able to manipulate Translate/Rotate/Scale with clicking and/or by units so I can be as precise as I want.	Task 1: Make it possible to select one gizmo at a time.		Task 1: (RAC) Double click control in the gizmo to convert (RAC) Task 2: Gizmo needs to support all unitary gizmo is convertible to mesh (RAC)
User Story 2: As a 3D modeler, I need to be able to manipulate the light sources so the shading looks the way I want.	Task 1: Make controls for an ambient light source in the outliner Task 2: Make controls and controls for directional lighting in the outliner Task 3: Make a create button and controls for each point light in the outliner Task 4: Make a way to remove different light sources		
User Story 3: As a 3D modeler, I need all of my options in a nicely formatted dropdown or outliner menu, so I can work efficiently.		Task 4: Make the outliner menucode from the O.I.M (Control GUI) and Ru) Task 5: Make outliner toggle from the outliner (Control GUI) and Ru)	Task 6: Make React outliner menu and the Outliner (Control GUI) and Ru) Task 7: Make the outliner menu and the Outliner (Control GUI) and Ru) Task 8: Make the outliner menu and the Outliner (Control GUI) and Ru)
User Story 4: As a developer of the project, I need the code to be cluttered.		Task 3: Document everything. Mandatory for all.	
User Story 5: As an artist, I need Wireframe/Faceted/Smooth shading options so I can specialize the aesthetic of my scene.	Task 1: Make Smooth shading option Task 2: Make Wireframe shading option Task 3: Make Faceted shading option		
User Story 6: As a 3D modeler, I need to be able to change the color of each of my meshes so I can make distinct meshes in my scene.	Task 1: Make a color picker control in the O.I.M (Control GUI) and Ru) Task 2: Make a color picker control in the O.I.M (Control GUI) and Ru)		
User Story 7: 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/mtl).	Task 1: Export the objects in different formats (obj/mtl) Task 2: Import objects into the scene (obj)		

## Scrum times:

MWF