

## **Heading**

Sprint 2 Plan

EZ 3D

Revision 1

Oct. 27, 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 have hotkeys between Translate, Rotate, Scale so I can work efficiently

Task 1: 'w' switches the tab to transform without having to click dropdown. 'e' switches the tab to scale. 'r' switches the tab to rotate

**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

**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 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)

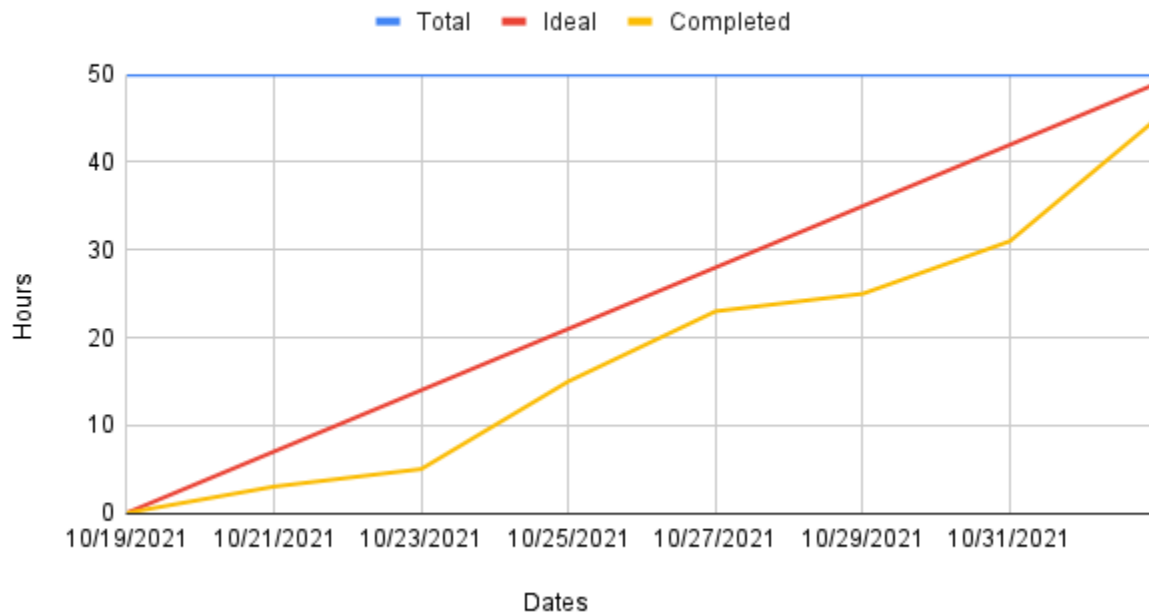
Task 2: Import objects into the scene (obj)

## **Team Roles:**

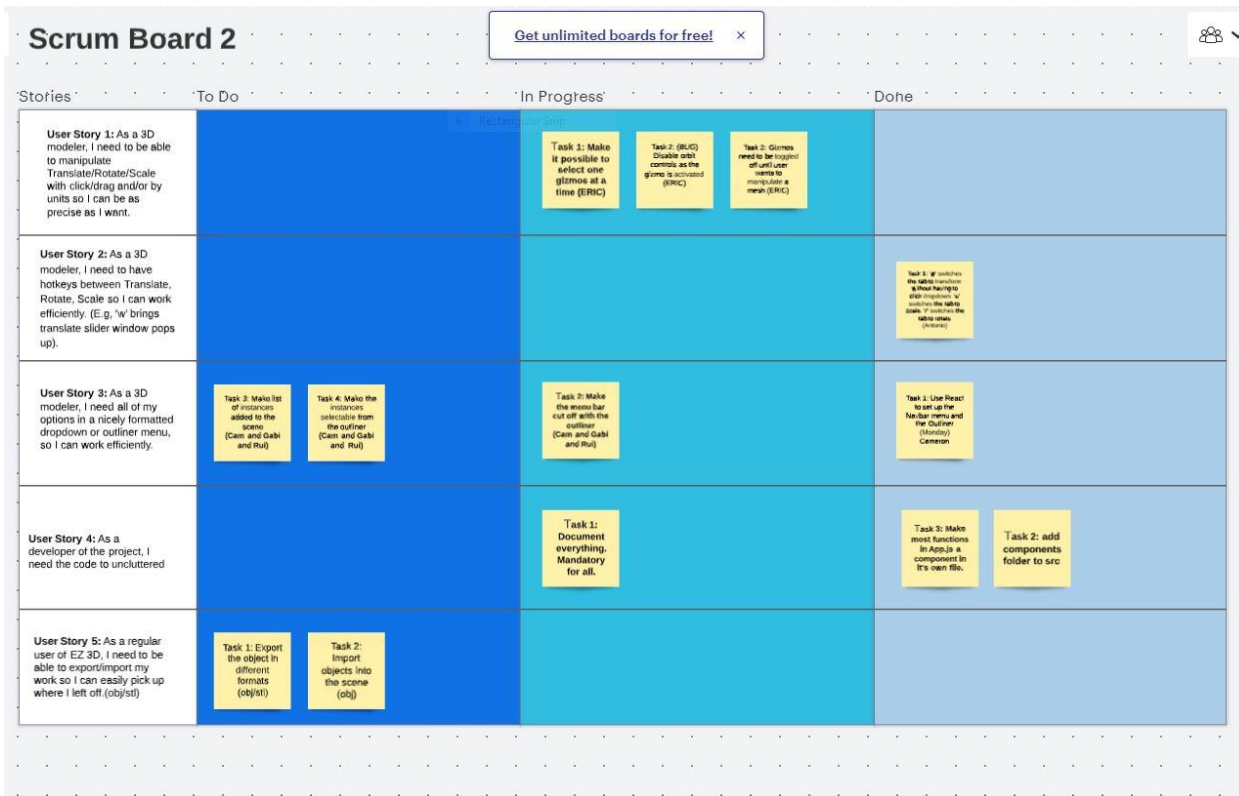
Antonio Ibarrola: Scrum Master, Developer  
Cameron Taylor: Product Owner, Developer  
Eric Huang: Developer  
Gabriel Aizenman: Developer  
Ruiyang Liu: Developer  
Zachary Booth: Developer

## **Initial burnup chart:**

Burnup Chart



## Initial Scrum board and Task Assignment:



## Scrum times:

MWF