

Heading

Sprint 1 Plan

EZ 3D

Sprint 1 Due: Oct. 18, 2021

Sprint 2 Due: Nov 1, 2021

Sprint 3 Due: Nov 15, 2021

Sprint 4 Due: Nov 29, 2021

Revision 1

Oct. 8, 2021

Goal:

The goal for this Sprint is to get the foundation of the 3D modeling website: viewport, outliner, meshes, and grid.

Task Listing, organized by user story:

User Story 1: As a 3D modeler, I need to have a full window viewport so I can model with ease.

Task 1 Create a canvas that adjusts to screen size (Saturday)

User Story 2: As a 3D modeler, I need to be able to move in the scene so I can better see my models.

Task 1: Install OrbitControls

Task 2: Create a camera (Friday)

Task 3: Get the camera to move around(zoom/pan/tilt) the scene (Friday)

User Story 3: 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: right click-> add mesh-> select mesh

Task 2: puts mesh in the origin of the scene

Task 3: Shows the mesh instance in the outliner

User Story 4: 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: Learn React. (Sunday)

Task 2: Use React to set up the menu. (Monday)

User Story 5: As a 3D modeler, I need to be able to clearly see the object and its relation to the ground.

Task 1: Create a grid.

Task 2: Functional toggle on/off, so I know where my object is in relation to the ground plane.

User Story 6: As a developer of the project, I want to know what and where everything is.

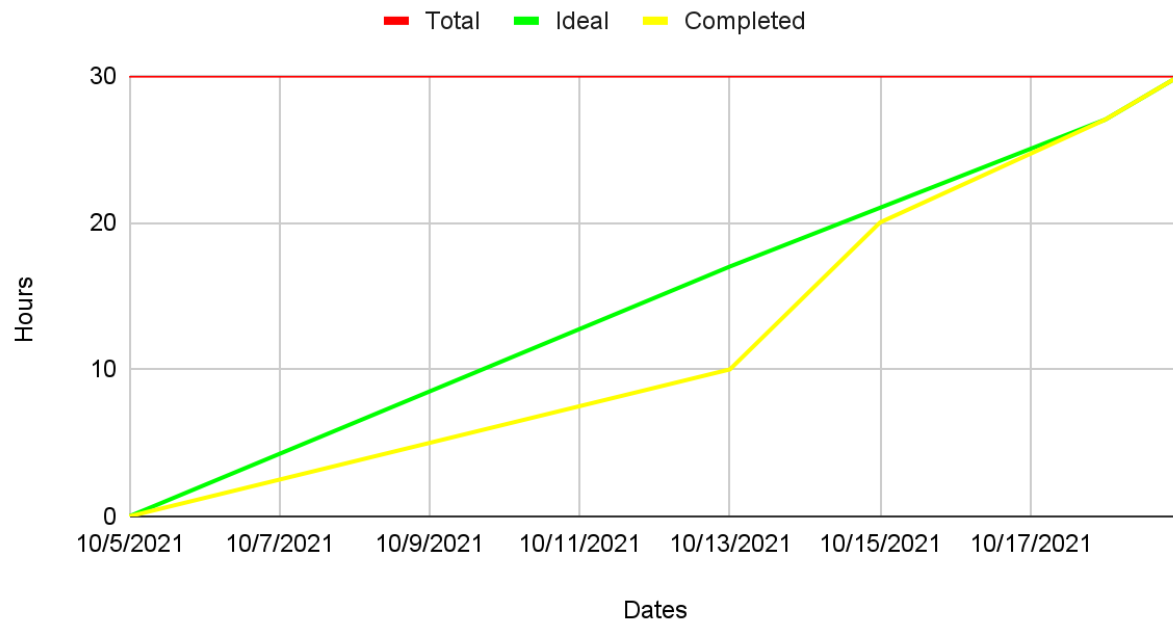
Task 1: Document everything. Mandatory for all.

Team Roles:

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

Initial burnup chart:

Burnup Chart



Initial Scrum board and Task Assignment:

Stories	To Do	In Progress	Done
User Story 1: As a 3D modeler, I need to have a full window viewport so I can model with ease.			Task 1: Create a camera that adjusts to screen size (Saturday) Antonio
User Story 2: As a 3D modeler, I need to be able to move in the scene so I can better see my models.			Task 1: Install OrbitControls Antonio Task 2: Create a camera (Friday) Task 3: Get the camera to move around (zoom/pan/tilt) the scene (Friday)
User Story 3: 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 3: Shows the mesh instance in the outliner	Task 1: right click-> add mesh-> select mesh Gabriel and Liu Task 2: puts mesh in the origin of the scene Gabriel and Liu	
User Story 4: 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: Learn React. (Sunday) Task 2: Use React to set up the menu. (Monday) Cameron Find and integrate the library for the x/y/z gizmos -eric	
User Story 5: As a 3D modeler, I need to be able to clearly see the object and its relation to the ground.		Task 2: Functional toggle-ortho, so I know where my object is in relation to the ground plane. Antonio	Task 1: Create a grid. Antonio
User Story 6: As a developer of the project, I want to know what and where everything is.		Task 1: Document everything. Mandatory for all.	

Scrum times:

TBD