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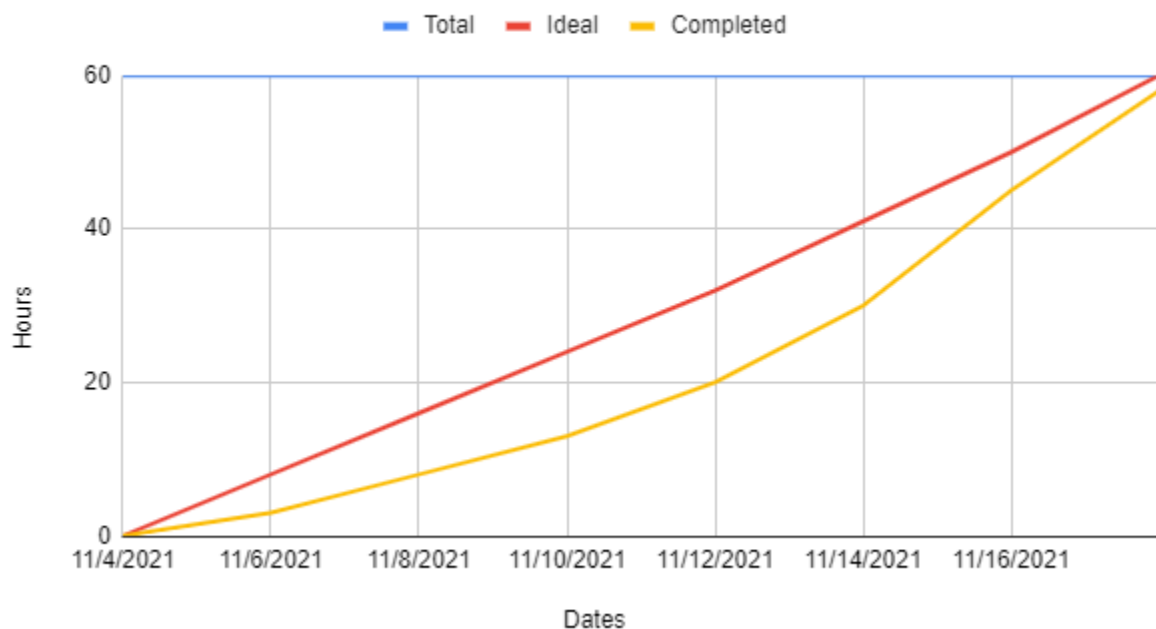Task 1: Export the object in different formats (obj/stl)
Task 2: Import objects into the scene (obj)

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:

Initial Scrum board and Task Assignment:

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 meshes from the outliner	Task 2: Make it possible to select meshes by clicking them		
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 (Antonio)	Task 2: Make creation and controls for directional lighting in the outliner (Antonio)	Task 3: Make a create button and controls for each point light in the outliner (Antonio)	Task 4: Make a way to remove different light sources (Antonio)
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 instances selectable from the outliner (Cam and Gabi and Rui)	Task 5: Mesh visibility toggle from the outliner (Cam and Gabi and Rui)	Task 1: Use React to set up the Nav-bar menu and the Outliner (Monday) Cameron	Task 2: Make the menu bar cut off with the outliner (Cam and Gabi and Rui)	Task 3: Make list of instances added to the scene (Cam and Gabi and Rui)
User Story 4: As a developer of the project, I need the code to uncluttered	Task 1: 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(Gourade) shading option (Cameron)	Task 2: Make Wireframe shading option(Cameron)	Task 3: Make Faceted shading option(Cameron)	
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) (Gabi)	Task 2: Make selected object change color to the selected one (Gabi)		
User Story 7: As a 3D modeller, I need to be able to manipulate vertices and faces to my models	Task 1: Display the vertices of a model	Task 2: Be able to select the vertices of the model	Task 3: Be able to transform and manipulate the selected vertices	

Scrum times:
MWF