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.
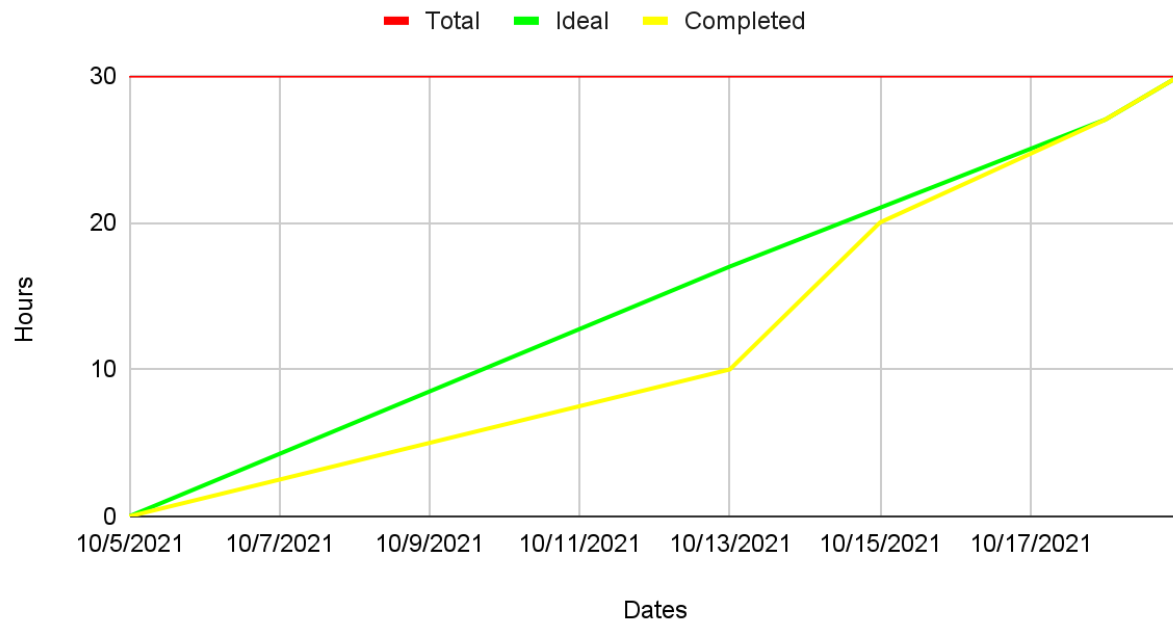**Task 1: Document everything. Mandatory for all.**

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 canvas 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 on/off, 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

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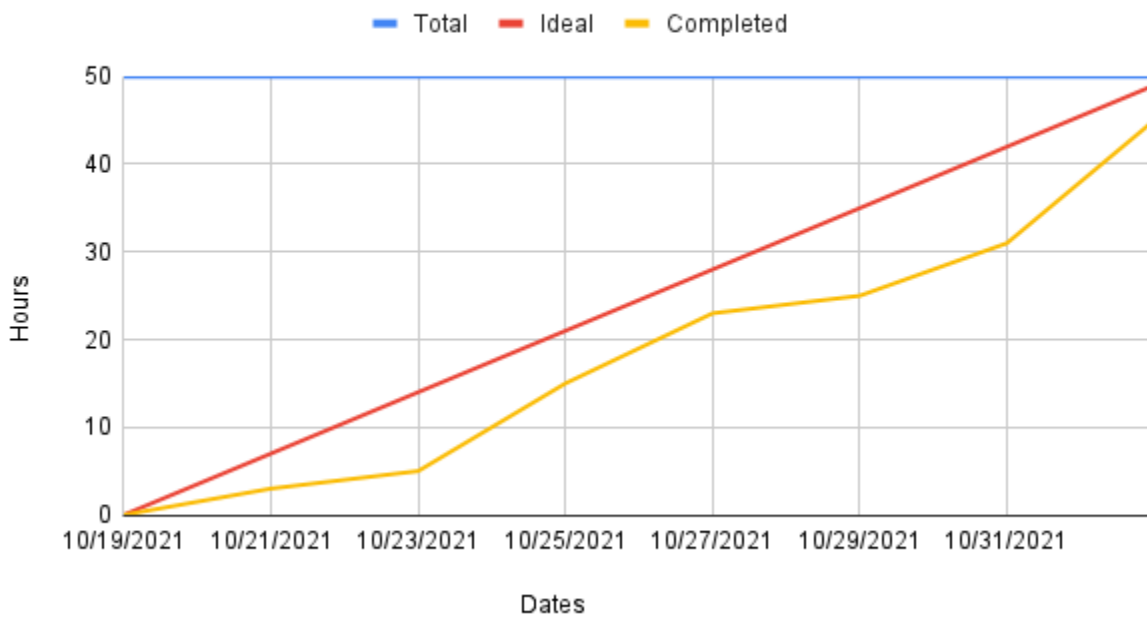Task 1: Export the object in different formats (obj/stl)
Task 2: Import objects into the scene (obj)

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 Board 2

Stories	To Do	In Progress	Done
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 (ERIC) **Task 2:** (BUG) Disable orbit controls as the gizmo is activated (ERIC) **Task 3:** Gizmos need to be toggled off until user wants to manipulate a mesh (ERIC)	
User Story 2: As a 3D modeler, I need to have hotkeys between Translate, Rotate, Scale so I can work efficiently. (E.g, 'w' brings translate slider window pops up).			**Task 1:** 'q' switches the table transform without having to click dropdown 'w' switches the table scale. 'r' switches the table rotate. (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 3:** Make list of instances added to the scene (Cam and Gabi and Rui) **Task 4:** Make the instances selectable from the outliner (Cam and Gabi and Rui)	**Task 2:** Make the menu bar cut off with the outliner (Cam and Gabi and Rui)	**Task 1:** Use React to set up the Navbar menu and the Outliner (Monday) Cameron
User Story 4: As a developer of the project, I need the code to uncluttered		**Task 1:** Document everything. Mandatory for all.	**Task 3:** Make most functions in App.js a component in it's own file. **Task 2:** add components folder to src
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)		

Scrum times:
MWF

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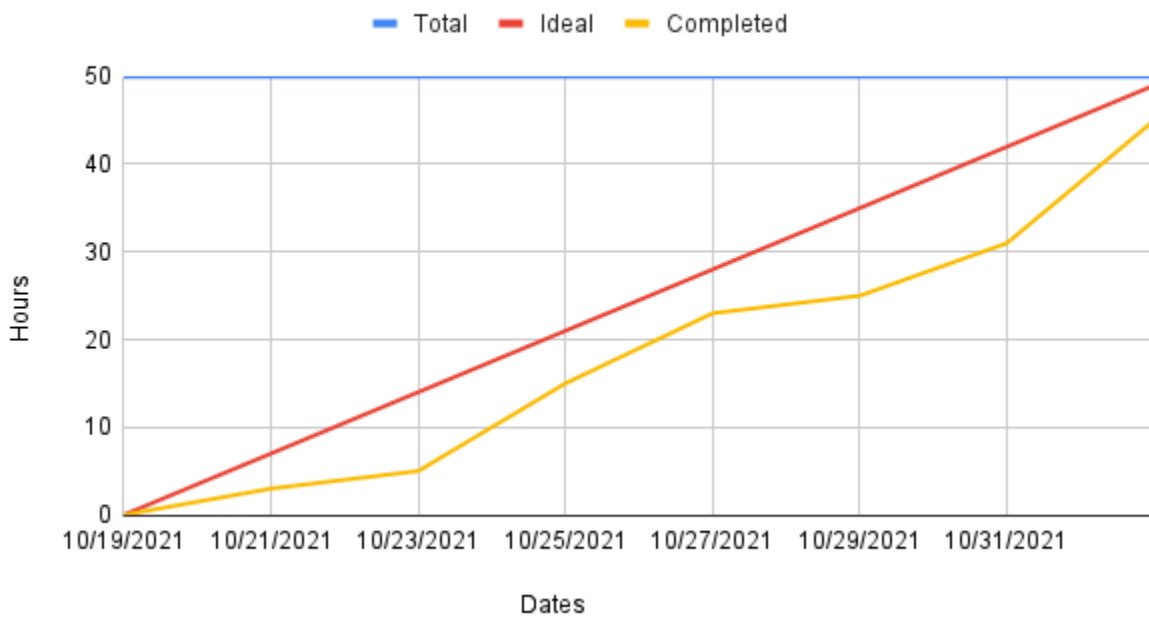Task 1: Export the object in different formats (obj/stl)
Task 2: Import objects into the scene (obj)

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:

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 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 3: (BUG) Disable edit controls as the gizmos is activated (ERIC) / Task 2: Gizmos handle be toggled off until use goes to manipulate a mesh (ERIC)
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 4: Make the instances selectable from the outliner (Cleo and Gabi and Rui) / Task 6: Mesh visibility toggle from the outliner (Cleo and Gabi and Rui)	Task 3: Use Reset icon up the top bar menu and the Outliner (Monday) Camaron / Task 3: Make the menu bar cut off with the outliner (Cleo and Gabi and Rui) / Task 8: Make list of instances adding to the system (Cleo and Gabi and Rui)
User Story 4: As a developer of the project, I need the code to uncluttered		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(Gourad) 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 pixel 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)		

Scrum times:
MWF