

Release Plan #2

Product Name: EZ 3D

Release Date: Nov 30, 2021

Revision Number: 2

Revision Date: 11/30/21

High Level Goals

Be able to 3d model environments and assets

Be able to use WebGL/Three.js to enhance the website

Be able to export/import one's work

Be able to allow anyone to start modeling

User Stories for Release:

Story Point Scale:

1 really easy

2 ...

3 ...

5 ...

8 ...

13 ...

21 very difficult

Sprint 1	User Stories	Story Points
	As a 3D modeler, I need to have a full window viewport so I can model with ease.	2
	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.	3
	As a 3D modeler, I need all of my options in a nicely formatted dropdown or outliner menu, so I can work efficiently.	8
	As a 3D modeler, I need to be able to clearly see the object and its relation to the ground.	3
	As a 3D modeler, I need to be able to move in the scene so I can better see my models.	2

	As a developer of the project, I want to know what and where everything is.	1
Sprint 2		
	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)	13
	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.	5
	As a 3D modeler, I need all of my options in a nicely formatted dropdown or outliner menu, so I can work efficiently.	8
	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)	3
	As a developer of the project, I need the code to be uncluttered	1
Sprint 3		
	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.	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)	13
	As a 3D modeler, I need to be able to manipulate the light sources so the shading looks the way I want.	5
	As an artist, I need Wireframe/Faceted/Smooth shading options so I can specialize the aesthetic of my scene.	8
	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.	5
	As a developer of the project, I need the code to be uncluttered	1

Sprint 4		
	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)	13
	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.	5
	As a 3D modeler, I need all of my meshes to be in the outliner and the ability to hide/name objects in the scene.	5
	As a new 3D modeler, I need a user manual, so that I can understand how to use the product.	2
	As a 3D modeler, I want to be able to toggle fog on/off.	2
	As a 3D modeler, I may want to give my shapes more resolution (e.g., changing the # of sides on a cylinder in my scene).	5
	As a 3D modeler, I need to be able to at least undo the last mistake that I made	8
	As a developer of the project, I want to know what and where everything is.	1

Product Backlog:

- Duplicate
- Have user input for Rotation in Number-input be degrees, instead of radians
- Faceted Shading
- UUID of light objects (manually name them)
- Camera (ortho, front, top views)
- Background color
- Coding Standard Sheet
- UV data