

Release Plan #1

Product Name: EZ 3D

Release Date: Nov 30, 2021

Revision Number: 1

Revision Date: 10/5/21

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 all of my options in a nicely formatted dropdown or outliner menu, so I can work efficiently.	8
	As a 3D modeler, I need a grid that I can toggle on/off so I know where my object is in relation to the ground plane.	3
	As a 3D modeler, I need to be able to move the camera around(zoom/pan/tilt) the scene to better understand the dimensions.	2
Sprint 2		

	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 to have hotkeys between Translate, Rotate, Scale so I can work efficiently. (E.g, 'w' brings translate slider window pops up)	3
Sprint 3		
	As an artist, I need Wireframe/Faceted/Smooth shading options so I can specialize the aesthetic of my scene.	5
	As a 3D modeler, I need to be able to manipulate the light sources so the shading looks the way I want.	5
	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.	2
Sprint 4		
	As an artist, I need to be able to edit UV data and apply textures so the models look more realistic.	13
	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)	8
	As a 3D modeler, I need all of my meshes to be in the outliner and the ability to focus/hide/name objects in the scene.	5

Product Backlog:

Nothing yet, it's hard to gauge what we won't get to until we get through a few sprints as a team. Therefore, this may be updated in later release plan revisions.