

## **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.

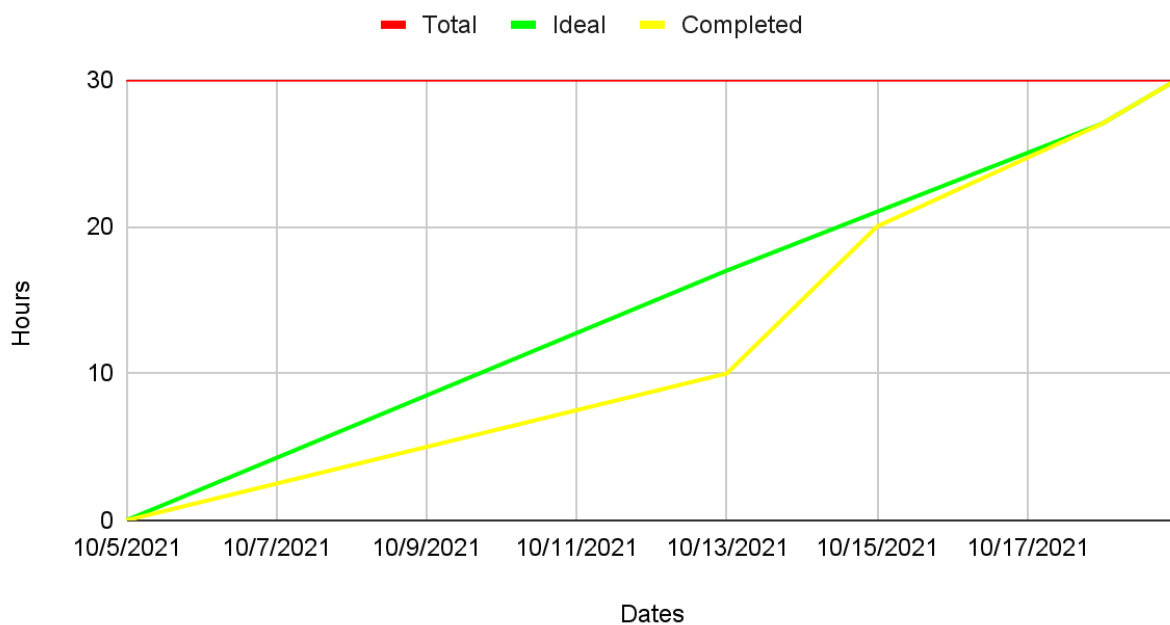
**Task 1: Document everything. Mandatory for all.**

## **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 <i>style.gumroad-eric</i>	
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 implementation, 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:**

## **Initial Scrum board and Task Assignment:**

## Scrum Board 2

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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.

Rectangular Ship

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 3: 'R' switches the tab to translate without having to click dropdown. 'Q' switches the tab to Rotate. 'T' switches the tab to rotate (Andreas)

**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 (Monica) Cameron

**User Story 4:** As a developer of the project, I need the code to be uncluttered

Task 1: Document everything. Mandatory for all.

Task 3: Make most functions in App.js a component in its 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