

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)

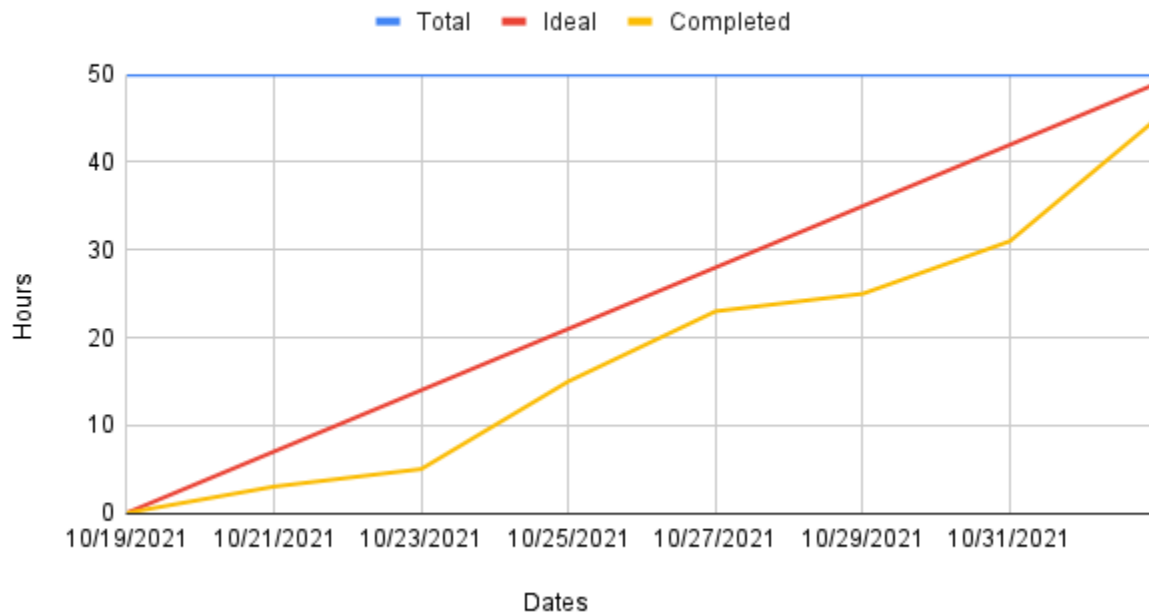
Task 2: Import objects into the scene (obj)

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			
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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.		Task 1: Make it possible to select one gizmo at a time (ERIC) Task 2: (ERIC) Choose what controls as the gizmo is activated (ERIC) Task 3: Gizmos need to be toggle 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 4: If switches the 3DUI functions & their handling to drag/drop/ctrl 'w' activates the 3DUI scale 'w' controls the 3DUI state (Cameron)
User Story 3: As a 3D modeler, I need all of my options in a nicely formatted dropdown or outline 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 outline (Cam and Gabi and Rui)	Task 2: Make the menu bar cut off with the outline (Cam and Gabi and Rui)	Task 1: Use React to set up the Navbar menu and the Outline (Blondy) 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