

Sprint 4 Plan

Product name: Mosaicly

Team name: Mosaicly Team

Sprint completion date: June 3rd, 2025

Revision number: 1

Revision date: May 21st, 2025

Goal: To provide users a means to moderate and manage their own canvases, as well as find and reach other users' local canvases.

User Stories and Tasks

(4.1) Canvas Location Tracking (3 tasks) [8 Story Points]

User Story 4.1: As a user, I want to be able to see my location and distance from different canvases so I can tell where to locate them.

- **Task 4.1.1:** Canvas Locator UI on Svelte
 - Description: Use the UI design on Figma to create the same canvas locator page design on Svelte
 - Time Estimate: 2 hours
- **Task 4.1.2:** User Location Tracking Functionality
 - Description: Add functionality so that the user can be tracked in real time in both the canvas location tracking page and an actual canvas, so that a user is warned and then kicked out if they are too far from a canvas
 - Time Estimate: 4 hours
- **Task 4.1.3:** Canvas Location Tracking Functionality
 - Description: Add functionality so that the nearest available canvases are displayed with their distances from the user, hiding archived canvases or canvases the user is banned from
 - Time Estimate: 2 hours

(4.2) QR Code Generation (5 Tasks) [8 Story Points]

User Story 4.2: As a user, I want to be able to share my canvas online so that other users can interact with it.

- **Task 4.2.1:** Research QR Code Generation (Spike)
 - Description: Research QR Code Generation tools to help users get into a canvas
 - Time Estimate: 1 hour
- **Task 4.2.2:** QR Code Generation Page UI on Svelte
 - Description: Use the UI design on Figma to create the same QR code generation page design on Svelte
 - Time Estimate: 2 hours
- **Task 4.2.3:** Research Automatic Image and PDF Editing (Spike)
 - Description: Research automatic image and PDF editing or processing tools to help users choose how to display their QR code pages
 - Time Estimate: 1 hour
- **Task 4.2.4:** Basic QR Code Image and PDF Generator
 - Description: Implement automatic image and PDF editing functionality to generate QR codes with a backup code under the QR code
 - Time Estimate: 4 hours
- **Task 4.2.5:** QR Code Generation Functionality
 - Description: Make sure QR code generation is saved and directs users to the matching canvas page
 - Time Estimate: 2 hours

(4.3) Canvas Management (3 Tasks) [3 Story Points]

User Story 4.3: As a user, I want to be able to archive my canvas in case I no longer want other people to use it.

- **Task 4.3.1:** Canvas Archiving UI on Svelte
 - Description: Use the UI design on Figma to create the same archiving design on Svelte
 - Time Estimate: 1 hour
- **Task 4.3.2:** Canvas Archiving Functionality
 - Description: Make sure archiving functionality prevents other users from seeing the canvas and correctly shows up on the user's page
 - Time Estimate: 2 hours
- **Task 4.3.3:** Persist Archived Canvas Data On Supabase
 - Description: Make sure archiving functionality persists on Supabase and also prevents other users from seeing the canvas

- Time Estimate: 2 hours

(4.4) Canvas Moderation (3 Tasks) [8 Story Points]

User Story 4.4: As a user, I want to be able to see and manage who is using my canvas so that I can prevent users who are using the canvas inappropriately.

- **Task 4.4.1:** Canvas Pixel Inspection UI on Svelte
 - Description: Use the UI design on Figma to create the same pixel inspection design on Svelte
 - Time Estimate: 2 hours
- **Task 4.4.2:** Canvas Pixel Inspection and Ban Functionality
 - Description: Make controls for inspecting a pixel, as well as the functionality to ban a user from the canvas, kicking them out and keeping them out of the canvas.
 - Time Estimate: 4 hours
- **Task 4.4.3:** Persist Banned User Data On Supabase
 - Description: Make sure banning functionality persists on Supabase and also prevents users from seeing canvases they were banned from
 - Time Estimate: 2 hours

Team Roles

- **Brighton A:** Developer
- **Lemon F:** **Product Owner**, Developer
- **Shreyansh K:** Developer
- **Kenric T:** Developer
- **Brendan T:** **Scrum Master**, Developer

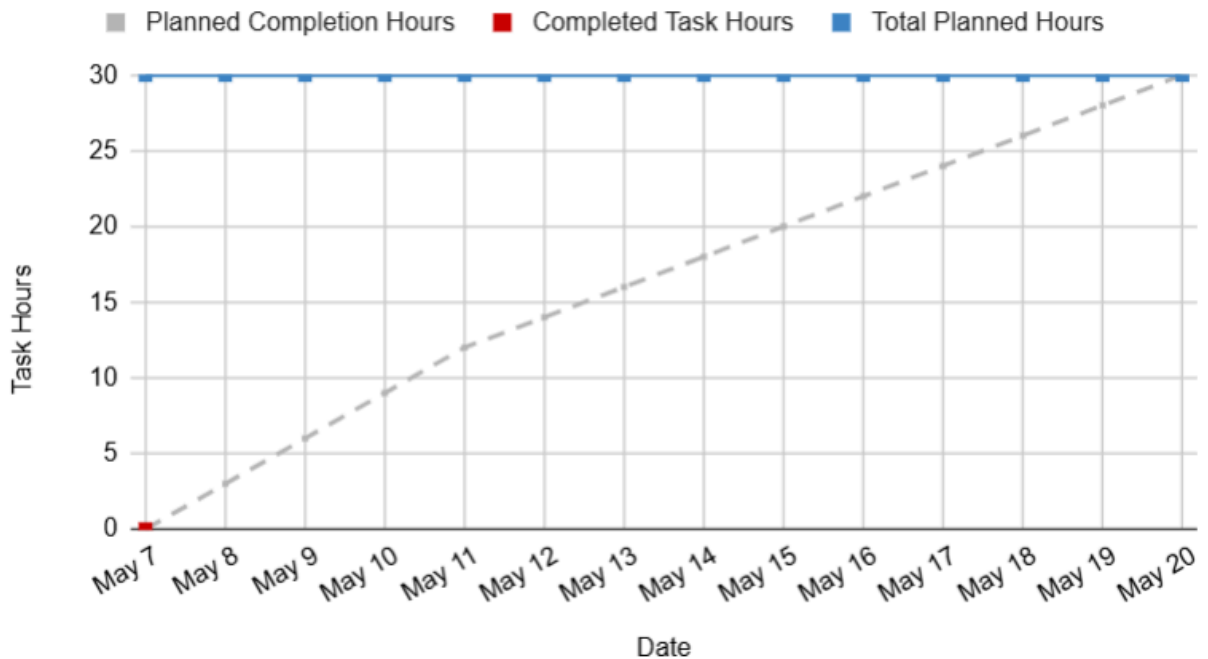
Initial Task Assignment

- **Brighton:**
 - User Story 4.1: Canvas Location Tracking
 - Task 4.1.2: User Location Tracking Functionality
- **Lemon:**
 - User Story 4.1: Canvas Location Tracking
 - Task 4.1.1: Canvas Locator UI on Svelte
- **Shreyansh:**
 - User Story 4.1: Canvas Location Tracking
 - Task 4.1.1: Canvas Locator UI on Svelte
- **Kenric:**
 - User Story 4.1: Canvas Location Tracking
 - Task 4.1.3: Canvas Location Tracking Functionality

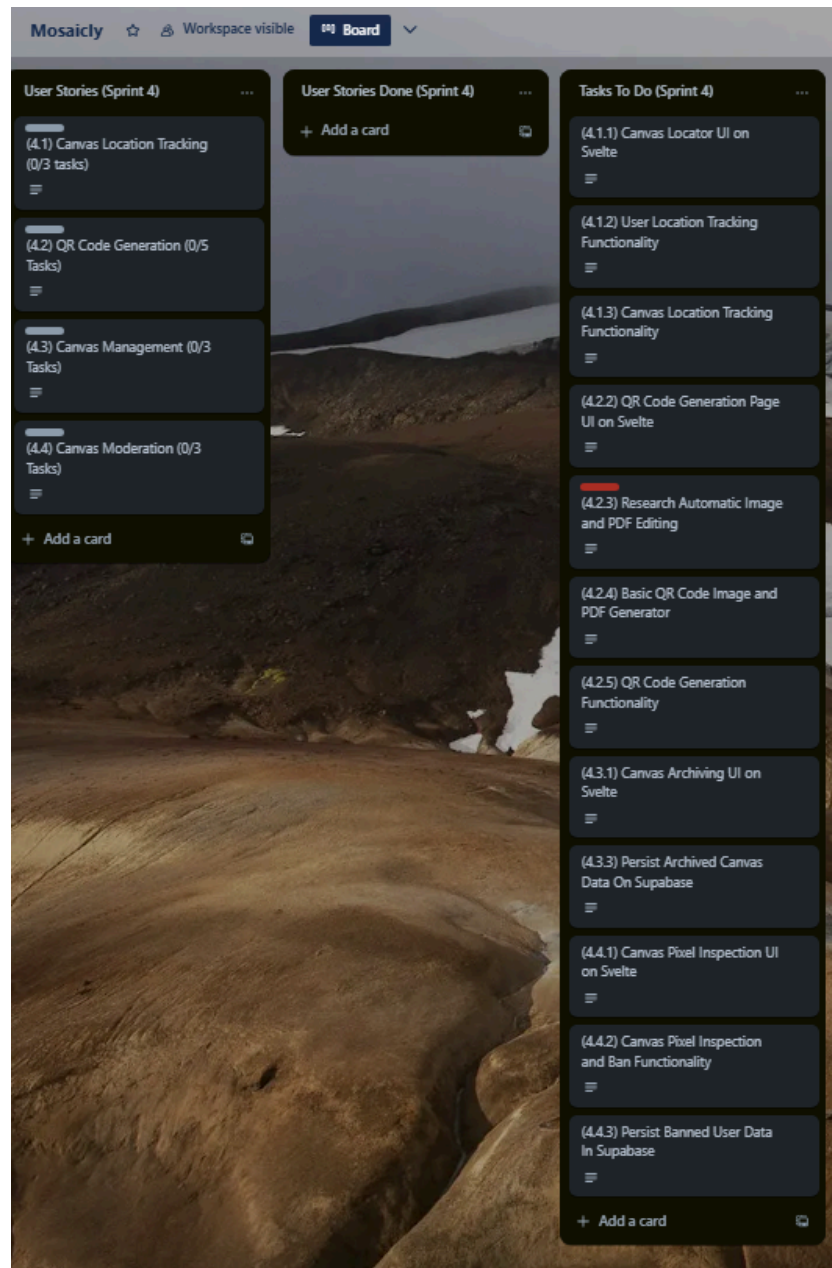
- **Brendan:**
 - User Story 4.2: QR Code Generation
 - Task 4.2.1: Research QR Code Generation

Initial Burnup Chart

Mosaicy Burnup Chart (Sprint 3 Tasks)



Initial Scrum Board



Scrum Times

Meeting 1: Monday, 9:00 AM - 10:15 AM

Meeting 2: Wednesday, 9:00 AM - 10:15 AM

Meeting 3 (with TA Shuran Sun): Saturday 3:00 PM - 4:00 PM