**Artefact 02 Commitment Document Sprint 1**

**Section 1. Sprint goal (for sprint 1)**

Sprint Gold Statement (A Graph Editor):

“User will be able to create/import/export graphs, add/delete nodes & edges, edit vertex/edge attributes.”

**Section 2. Commitment**

Sprint Start Date & Sprint End Date: 15th & 26th September

Sprint Demo Date & Time: 26th September 08:00-10:00

Sprint backlog:

**Provide a list of user stories or other Backlog items that you promise to complete in this sprint in a tabular form.**

**\*assume ideal hours**

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| **Sprint 1 Backlog** | | | | |
| **ID** | **User story/Backlog Item** **(Template for writing user stories here: *As [a user persona], I want [to perform this action] so that [I can accomplish this goal]*** | **Estimated Effort -  (Time in Hours\*)** | **How to Demo?** | **Any notes** |
| **US1** | **As a user I want to choose a layouts so that I can create/import a graph with this layouts** | **10** |  |  |
| T1. | Implement UI for force-directed layout | 4 |  |  |
| T2. | Implement UI for hierarchical layout | 4 |  |  |
| T3. | Implement UI to select a layout | 2 |  |  |
| **US2** | **As a user I want to create a graph so I can work with this.** | **13** | Click “Create”, a box appears for user choose a layout. A blank canvas appears ready for create a graph.  Click “Add node”, enter name of node => Node appears.  When have minst two nodes, clicks “Add edge”, enter edge’s attributes (direction, weight, source) => edge appears. |  |
| T4 | Implement “Create” UI page | 3 |  |
| T5. | Apply selected layout when creating a new graph | 3 |  |
| T6. | Implement to add a node (name of node) | 2 |  |
| T7. | Implement to add an edge (direction, weight, source of edge) | 2 |  |
| T8. | Implement to make nodes and edges become a graph with the default layout | 3 |  |
| **US3.** | **As a user I want to import a graph from a JSON file so I can work with this.** | **10** | Click “Import”, a box appears for user to select a file, file loads.  A box appears for user choose a layout.  Show error if something went wrong (error file, the layout doesn’t match…)  If everything is ok. Graphs renders using that layout. |  |
| T9. | Implement “Import” UI page, file input for JSON import | 3 |  |
| T10 | Apply selected layout when importing a graph | 3 |  |
| T11. | Implement to build graph from input file. | 3 |  |
| T12. | Implement “Error” page to show error message | 1 |  |
| **US4.** | **As a user I want to edit a graph so I can model dependencies** | **7** |  |  |
| T13. | Implement to delete a node | 2 | Select a node. Click “delete node”. Node disappears. | I will do this case if I have time: If the edge has only one or no node to connect with => show the message that user can choose to delete the edge or add an other node to connet with. |
| T14. | Implement to delete an edge | 2 | Select a edge. Click “delete edge”. Edge disappears. | I will do this case if I have time: If the nodes has no edge to connect with, show the message that user can choose to delete the nodes or add an other edge. |
| T15. | Implement to edit edge attributes (direction, weight, source) | 3 | Selete “edit edge”, enter the edge’s attributes. Edge updates. |  |