## **Sprint 2 Product Backlog**

Below table shows the sprint 2 user stories break down tasks.

Story Id	User Story	Break Down Tasks	Assigned to
1	As a user, i should find the user Manual page so that the user can understand about the planimation website.	6.1)Need to create a user manual page     6.2)After creating a user Manual page and connecting it with the other pages	priyanka shivampetha
2	As a user I should find a demo video so that I can learn how to use the animation tool.	7.1)Create a demo video from youtube and link it with other pages	yinghao
3	As a user I should find a demo page so that I can learn how to use the planimation website	8.1)Create a demo page For example like a Github page.  8.2)After Creating a GitHub page then link it with other pages	priyanka shivampetha
4	As a user I need to control the animation display function which includes reset, play and pause function	<ul> <li>9.1)Add the Reset, Play and pause button.</li> <li>9.2)By clicking the play button the animation should display all the visualization</li> <li>steps.</li> <li>9.3)By clicking the pause button the animation should stop animation.</li> <li>9.4)By clicking the reset button the page will be reset to initial stage of animation</li> </ul>	Yinghao
5	As a user,I should view the animation of the planning problems after I upload	<ul><li>10.1)After uploading files send json object to visualize page when going to the visualization page.</li><li>10.2)need to transition animation for each step</li><li>10.3)need to know the visualization for every planning file.</li></ul>	Yinghao Zenan
6	As a user I should check all the steps of the subgoal based on the certain subgaol	11.1)Beside the subgoal function items add an arrow 11.2)After adding an arrow it should indicate a drop-down list	zenan
7	As a user,I should able to control the speed of the animation	12.1)Add a slider component 12.2)by sliding the slider it should show the animation speed	Yinghao
8	As a user I should export the animated file	13.1)add an export button so that user can export the animation in a vfg format.	Zenan