	Sprint Backlog
Sprint 1	Create the Base Shape Class
	Create the Derived Shape Hierarchy
	Add Shape Property Manipulation
	Calculate Shape's Perimeter and Area
	Create the File Parser
	Create Ability to Save Shapes from a Previous State
	Create the Basic GUI for the program
Sprint 2	Finish the Hierarchy and File Parser
	Create and Finish the GUI
	Create and Finish the QPainter Implementation
	Create Login and Contact Us Screen