

	Product Backlog				
Baseline Story (Goal)	Create a 2D modeling program that allows the user to create and manipulate shapes				
Timeline	Goal	Time Estimation	Verification of Task	Task Priority	
Product Point #1	As a user, I want to draw shapes in the program.	26 hours	When user can successfully add shapes in the canvas area	1	
Product Point #2	As a user, I want to modify shapes and their properties.	10 hours	When user can successfully modify shapes in the canvas area	2	
Product Point #3	As a user, I want to calculate perimeter and area of shapes I create	6 hours	When the user can view the perimeter and area of each shape in the canvas area	8	
Product Point #4	As a programmer, I want a team logo and contact us screen.	2 hours	When the logo and contact us screen are incorporated into the program.	10	
Product Point #5	As a user, I want a clean GUI	16 hours	When the GUI creates no errors and the various features work as intended.	5	
Product Point #6	As an administrator, I want to be able to access exclusive function	10 hours	When the administrator can move and modify shapes during rendering.	7	
Product Point #7	As an administrator, I want to be able to login to verify identity.	4 hours	When the administrator can successfully login.	9	
Product Point #8	As a user, I want to be able to modify the properties of a text object	14 hours	When the user can successfully modify text in the canvas area.	3	
Product Point #9	As a user, I want the program to save any object in the canvas area when the program closes.	20 hours	When the objects successfully save and load on close and startup.	4	
Product Point #10	As a user, I want to be able to move and delete object	8 hours	When the user can successfully move and delete objects in the canvas area.	6	