Grant Yamaguchi

Nathan Kim

Suqi Hu

Jorge Rodriguez

Ian Oh

Patrick Moir

User Stories

As a <type of person>, I (want/need/can) <goal> so <reason>

Admin -> Password Login

-> Forget Password

User -> Save my shapes for future instances

-> Drawing/Modifying Shapes

-> Calculating Perimeter and Area

Programmer -> Clean User Interface

-> Team logo and credits

Baseline Story:

To create a 2D modeling program that allows the user to create and manipulate shapes.

Baseline Story Estimation: 1 (= 2 hrs of development time)

#1)

As a user, I want to draw shapes in the program

a) Description:

The user can draw lines, shapes, and text in the 2D modeler.

b) Tasks:

As a user, I can create a line.

As a user, I can create a polyline.

As a user, I can create a polygon.

As a user, I can create a rectangle.

As a user, I can create an ellipse.

As a user, I can create text.

c) Tests:

Verify that the user can create a line.

Verify that the user can create a polyline.

Verify that the user can create a polygon.

Verify that the user can create a rectangle.

Verify that the user can create an ellipse.

Verify that the user can create text.

d) Assignee: Nate - UI and graphics

Grant - Class development

Ian Oh - Programmer Architect

e) Estimation (1 to 100): 13 (26 hrs)

f) Priority (1 to 10): 1

g) Done:

This story is done when the user is able to draw various shapes and write text.

#2)

As a user, I want to modify shapes and their properties

a) Description:

The user can change the properties of a shape they have created to modify the appearance of it.

b) Tasks:

As a user, I can change the shape dimensions

As a user, I can change the pen color

As a user, I can change the pen width

As a user, I can change the pen style

As a user, I can change the pen cap style

As a user, I can change the pen join style

As a user, I can change the brush color

As a user, I can change the brush style

c) Tests:

Verify that the user can change the shape dimensions

Verify that the user can change the pen color

Verify that the user can change the pen width

Verify that the user can change the pen style

Verify that the user can change the pen cap style

Verify that the user can change the pen join style

Verify that the user can change the brush color

Verify that the user change the brush style

d) Assignee:

Nate - UI and graphics

Grant - Class development

Jorge - Programmer

e) Estimation (1 to 100): 10 (20hrs)

f) Priority (1 to 10): 2

g) Done:

This story is done when the user can modify the shapes that were created (being able to modify all of the specifications written in the tasks above)

#3)

As a user, I want to calculate perimeter and area of shapes I create

a) Description:

The user can retrieve the perimeter and area calculations of a shape they create.

b) Tasks:

As a user, I can get the perimeter of a shape.

As a user, I can get the area of a shape.

c) Tests:

Verify the user can get the perimeter of a shape.

Verify the user can get the area of a shape.

d) Assignee:

Jorge - Programming Logic and UI display/design

e) Estimation (1 to 100): 3 (6 hrs)

f) Priority (1 to 10): 8

g) Done: When the user can see the perimeter and area of the shape that they select.

#4)

As a programmer, I need a team logo and contact us screen.

a) Description:

The team needs to make a logo and contact us team

b) Tasks:

As a programmer, I can implement the team logo into the GUI.

As a programmer, I can implement the contact us screen.

c) Tests:

Verify the contact us screen is implemented and the logo is present.

d) Assignee:

Jorge - designer behind the logo and team name.

e) Estimation (1 to 100): 1 (2 hrs)

f) Priority (1 to 10): 10

g) Done: When the logo is in the program and users are able to contact us, this user story will be done.

#5)

As a user, I want a clean user interface

a) Description: The application needs to be simple and intuitive to the user. A window with instructions will be displayed when the user opens the program.

b) Tasks:

As a programmer, I must create the base display for the user to interact with

As a programmer, we must create the boundaries of the canvas area

As a user, I can access buttons on the display which will interact with the shapes

As a programmer, I must create the instruction prompt

c) Tests:

Verify GUI displays properly to users.

Verify canvas area reads and holds shapes properly.

Verify that the user can access buttons on the display which will interact with the shapes

Verify the instruction prompt displays on startup

d) Assignee:

Suqi - UI architect

Ian - AI architect

e) Estimation (1 to 100): 8 (16 hrs)

f) Priority (1 to 10): 5

g) Done: When the GUI displays with no errors to the user and all interactions work properly.

#6)

As an administrator, I want to be able to access exclusive functions

a) Description: The administrator will be able to move and modify objects as they are being rendered in the system.

b) Tasks: As an administrator, I can move a rendering object.

As an administrator, I can modify a rendering object.

c) Tests: Verify the administrator can move and modify a rendering object.

d) Assignee: Patrick - Coding

e) Estimation (1 to 100): 5 (10 hrs)

f) Priority (1 to 10): 7

g) Done: When the objects will properly retain any changes made while rendering.

#7)

As an administrator, I want to be able to login and to reset my password

a) Description:

The admin will be able to login and update passwords

b) Tasks:

As an administrator, I must be able to log in with my username and password

As an administrator, I must be able to change my password

c) Tests:

Verify that logins are successful

Verify that password changes are successful

d) Assignee:

Ian

Patrick

e) Estimation (1 to 100): 2 (4 hrs)

f) Priority (1 to 10): 9

g) Done: This story is done when the administrator is able to login and change their password

#8)

As a user, I want to be able to modify the properties of a text object

a) Description:

The user will be able to change the properties of a text object they create.

b) Tasks:

As a user, I can change the text string

As a user, I can change the text color

As a user, I can change the text alignment

As a user, I can change the text point size

As a user, I can change the text font family

As a user, I can change the text font style

As a user, I can change the text font weight

c) Tests:

Verify I can change the text string

Verify I can change the text color

Verify I can change the text alignment

Verify I can change the text point size

Verify I can change the text font family

Verify I can change the text font style

Verify I can change the text font weight

d) Assignee:

Patrick -

Jorge -

e) Estimation (1 to 100): 7 (14 hrs)

f) Priority (1 to 10): 3

g) Done: When the user can modify the text in the ways specified above (in the tasks)

#9)

As a user, I want the program to be able to save any objects when the program closes.

a) Description:

The program will save any objects that the user worked on in a previous session

b) Tasks:

Save the objects on exit

Load the objects on entry

c) Tests:

Verify the objects were saved on exit

Verify the objects loaded on entry

d) Assignee:

Nathan - backend programmer

Grant - file handling

e) Estimation (1 to 100): 10 (20 hrs)

f) Priority (1 to 10): 4

g) Done: This story will be done when the user can store objects and load objects.

#10)

As a user, I want to be able to move and delete objects

a) Description: The program should have the ability to drag shapes around the canvas area and have a button to delete selected objects if necessary

b) Tasks:

As a user, I can move objects around the display area by dragging and dropping.

As a user, I can delete objects that are currently focused through the use of a button

c) Tests:

Verify shapes will properly move and retain the new coordinate position.

Verify shapes can be deleted

d) Assignee:

Ian -

Patrick -

e) Estimation (1 to 100): 4 (8 hrs)

f) Priority (1 to 10): 6

g) Done: When the user is properly able to move shapes and delete shapes, and the program will save any changes made.