

Sprint Meeting Results for Sprint 3

What is your Sprint Goal?

Our goal for this sprint is to expand the feature set of our existing programming language stack. This includes building a new user interface as well as adding more features to the language itself like shapes, and colors. Sprint 3 adds value to our final product because it adds more functionality to a primitive but functional product through a more accessible user interface as well as a more diverse geometric feature set that goes beyond just circles and basic transformations. Our definition of done will be met when we have a functioning web interface that displays an SVG which is reflective of user input, as well as adding colors, other polygons, and more robust syntax to our language.

Who is the Scrum Master for this Sprint?

Our Scrum Master for this sprint is Suyash Mothukuri.

What tasks will you complete during this Sprint?

Note: We will be working over spring break as well, which is why we added a lot of tasks to complete.

Task	Owner	Estimated Time to Complete
Launch a basic web interface that shows up on the web when a user runs the "brush web" command	Suyash	100 minutes
Set up WebAssembly for Rust to build interface	Monisha	300 minutes
Write basic command line interface for web	Steven	70 minutes
Create basic HTML UI and get Brush code to run	Monisha, Shreya	60 minutes
Add a text box, run button, and a place that displays the SVG to the web interface	Monisha	100 minutes
Develop code to support more shapes beyond circles (polygons, rectangles)	Shreya	60 minutes
Break down the art.rs file into rect.rs, circle.rs, and polygon.rs	Shreya	60 minutes
Support using identifiers within expressions	Steven	60 minutes
Lexing additions for full functionality of all test cases (child keyword, additional tokens)	Pranav	60 minutes
Be able to parse with full functionality for all the additions	Pranav	120 minutes
Support comments (ignore line in Lexer if it starts with # or //)	Suyash	30 minutes
Implement rotate transformation on all shapes	Suyash	100 minutes
Allow user to choose colors for shapes	Steven	60 minutes
Migration of shapes to support	Steven	120 minutes

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objects built into SVG		
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