Sprint Backlog

* Select shape:

STORY POINTS: 1  
PRIORITY: 1  
ASSIGNED TO: all Team Member

* + - Insert in the application window an editBox that is visible only when a shape is selected.
    - Implements a method to select a shape in the drawing area.
    - Implements a method that insert a dashed rectangle on a selected shape.
* Delete shape:

STORY POINTS: 3  
PRIORITY: 4  
ASSIGNED TO: Gaia Foroni

* + - Insert a button in the editBox to delete a shape
    - Implements a method that delete the selected shape if the button delete is pressed.
* Move shape:

STORY POINTS: 3  
PRIORITY: 4  
ASSIGNED TO: Giuseppe Fusco

* + - Insert a button in the editBox to move a shape.
    - Implements a method that move the selected shape if the button move is pressed.
* Change shape color:

STORY POINTS: 3   
PRIORITY:4  
ASSIGNED TO: Vincenzo Ferraro

* + - Implements a method to change the color of a selected shape.
* Change shape dimension:

STORY POINTS: 5 (previously 3)  
PRIORITY: 4  
ASSIGNED TO: Rosario Curcio

* + - Insert a button in the editBox to change the dimensions of a selected shape.
    - Implements a method to change the dimension of a selected shape.
* Copy shape:

STORY POINTS: 3  
PRIORITY: 4  
ASSIGNED TO: Giuseppe Fusco

* + - Insert a button in the editBox to copy a selected shape.
    - Implements a method that allow to copy a selected shape in the drawing area.
* Cut shape:

STORY POINTS: 3  
PRIORITY: 4  
ASSIGNED TO: Gaia Foroni

* + - Insert a button in the editBox to cut a selected shape.
    - Implements a method that allow to cut a selected shape in the drawing area.
* Paste shape:

STORY POINTS: 3  
PRIORITY: 5  
ASSIGNED TO: Giuseppe Fusco and Gaia Foroni

* + - Insert a button in the editBox to paste a shape.
    - Implements a method that allow to paste a shape, previously copied/cut, in the drawing area.
* Undo command:

STORY POINTS: 3 (previously 8)  
PRIORITY: 4  
ASSIGNED TO: Rosario Curcio

* + - Insert a button in the editBox to undo the last operation.
    - Implements undo method in the classes that implements OperationCommand interface.
    - Implements the undo method in the OperationExecutor class.
* Overlapping shapes to the front:

STORY POINTS: 2 (previously 5)  
PRIORITY: 4   
ASSIGNED TO: Gaia Foroni

* + - Insert a button in the editBox to move to the front a selected shape.
    - Implements a method to move to the front a selected shape.
* Overlapping shapes to the back:

STORY POINTS: 2 (previously 5)  
PRIORITY: 4   
ASSIGNED TO: Giuseppe Fusco

* + - Insert a button in the editBox to move to the back a selected shape.
    - Implements a method to move to the back a selected shape.
* Grid area:

STORY POINTS: 8  
PRIORITY: 6  
ASSIGNED TO: Gaia Foroni and Giuseppe Fusco

* + - Insert a button in the editBox to insert a grid on the drawing area.
    - Insert a grid as drawing area background when the grid button is selected.
* Grid area dimension:

STORY POINTS: 3  
PRIORITY: 7  
ASSIGNED TO: Gaia Foroni and Giuseppe Fusco

* + - Insert a slider to change the grid dimension.
    - Change the grid dimension based on the slider grid value, if the grid is active.
* Technical Debt:

STORY POINTS: 8  
PRIORITY: 6  
ASSIGNED TO: Rosario Curcio

* In the second sprint we noted a technical debt due to the use of a single AnchorPane(as the drawingArea) to perform every single task. . This made the controller code difficult to understand and full of multiple if-else if… construct .
* Therefore, implement a solution based on multiple areas (AnchorPane) in which the operations are performed (an insertion area, an editing area, etc...).