Sprint Review

During the sprint we realised that the difficulty of some tasks was underestimated, so, we updated their story points in the product backlog. To be more accurate:

* Undo command to 3 (it was 8)
* Change shape dimensions to 5 (it was 3)
* Overlapping shapes to the front to 2 (it was 5)
* Overlapping shapes to the back to 2 (it was 5)

During the sprint we realised that the controller was getting too complicated,due to the fact that we check for mouse events in just one AnchorPane (drawing area). We therefore decided to create several AnchorPanes that we associate only to certain operations(input, edit, move etc.) . That resulted in a technical debt that we scheduled and solved in the current sprint.

Our estimated velocity was 30 story points. Considering that some user stories was underestimated/overestimated and considering the technical debt,at the end of the sprint we reached a velocity of 50 story points, so, that is the estimated velocity for the next sprint.

At the end of the sprint, we completed the following user stories:

* Delete shape
* Move shape
* Change color shape
* Change dimension shape
* Copy shape
* Paste shape
* Cut shape
* Undo
* Overlapping shapes to the front
* Overlapping shapes to the back
* Grid area
* Grid area dimension