Sprint Review

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

* Zoom levels to 8 (it was 5)
* Scroll window 1 (it was 5)
* Arbitrary polygon shape 13 (it was 5)
* Text string shape 5 (it was 2)
* Text string character dimension 1 (it was 2)
* Rotate shape 8 (it was 3)
* Mirror shape 2 (it was 3)
* Stretch shape 2 (it was 3)

During the sprint we discovered 4 technical debts for a total of 8 story points:

* We created the class ChangeDimensionsBehaviour to insert 4 vertex on the selected shape when the changeDimensionsButton is pressed.
* We changed all points (startPoint/endpoint) in the ShapeModel methods with an ArrayList of Point2D to support the multiple point shape PolygonModel.
* We updated load and save classes by adding new parameters on the string saved/loaded: number of points, rotation degree, textString (for TextModel shape)
* We changed the method getStartPoint/getEndPoint with getUpperBound and getLowerBound and we added the method getAllPoints and getBounds in ShapeModel classes.

Our estimated velocity was 50 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 48 story points, so, that is the estimated velocity for the hypothetical next sprint. At the end of the sprint, we completed the following user stories:

* Zoom levels
* Scroll window
* Arbitrary polygon shape
* Text string shape
* Text string character dimension
* Rotate shape
* Mirror shape
* Stretch shape