Sprint Backlog

* Zoom levels:

STORY POINTS: 8 (previously 5)  
PRIORITY: 6  
ASSIGNED TO: Giuseppe Fusco

* + - * Insert a slider in the toolBox in the editBox to change the zoom level of the drawingArea.
      * Implement a method to change the zoom level of the drawingArea based on the slider value.
* Scroll window:

STORY POINTS: 1 (previously 5)  
PRIORITY: 6  
ASSIGNED TO: All team members

* + Put the drawingArea in a scrollpane.
* Arbitrary polygon shape:

STORY POINTS: 13 (previously 5)  
PRIORITY: 8  
ASSIGNED TO: Gaia Foroni

* Insert a button in the toolBox to choose an arbitrary polygon as shape.
* Implement a class in order to use the “Polygon” Shape and draw it on the drawingArea.
* Implement all the methods available for the other shapes
* Text string shape:

STORY POINTS: 5 (previously 2)  
PRIORITY: 8  
ASSIGNED TO: Vincenzo Ferraro and Rosario Curcio

* + - Insert a button in the toolBox to choose a string as shape.
    - Implement a class in order to use the “String” Shape and draw it on the drawingArea.
    - Implement all the methods available for the other shapes.
* Text character dimensions:

STORY POINTS: 1 (previously 2)  
PRIORITY: 9  
ASSIGNED TO: Rosario Curcio

* + - Implement a method to change the character dimension in the text string shape
* Rotate shape:

STORY POINTS: 8 (previously 3)  
PRIORITY: 8  
ASSIGNED TO: Giuseppe Fusco

* + - Insert a button in the editBox to rotate the shape
    - Implement a method to rotate a shape by an arbitrary angle
* Mirror shape:

STORY POINTS: 2 (previously 3)  
PRIORITY: 8  
ASSIGNED TO: Rosario Curcio

* Insert a button in the editBox to mirror the shape
* Implement a method to mirror a shape vertically or horizontally
* Stretch shape:

STORY POINTS: 2 (previously 3)  
PRIORITY: 8  
ASSIGNED TO: Rosario Curcio

* Insert a button in the editBox to stretch the shape
* Implement a method to stretch the shape vertically or horizzontally
* Technical debt:

STORY POINTS: 8  
PRIORITY: 8  
ASSIGNED TO: Rosario Curcio and Gaia Foroni

* Implement a class that shows 4 vertex on the selected shape (when the changeDimensions occur).
* Use a Collection of Point2D instead of using startPoint and endPoint.
* Update loadFromFile and saveOnFile classes to adapt them to the last code updates.
* Add getBounds, getAllPoints, getUpperBound and getLowerBound to all ShapeModel classes.