Team 5
Team member:
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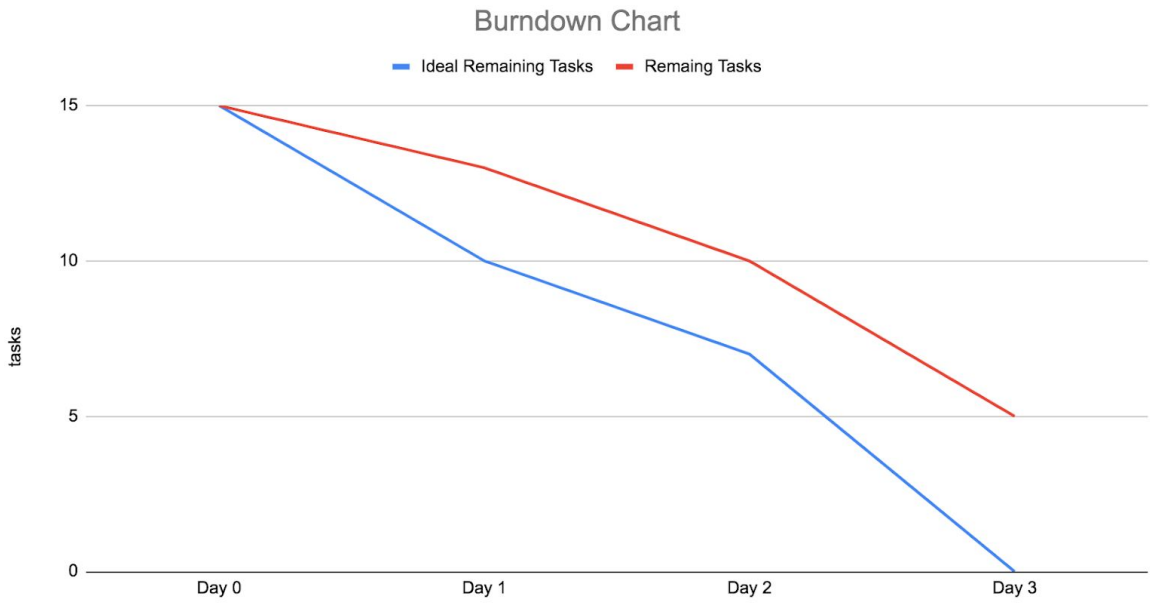
1. Burndown Chart.



2. Sprint Backlog

Items:

A. As a user, I want to have a dot in the middle of each circle.
B. As a user, I want to have three dots on each triangle.
C. As a user, I want to have two vertical lines on each rectangle.
D. As a user, I want every dot to be connected to another dot.
E. As a user, I want each dot can only be connected once.
F. As a user, I want to connect a line on a rectangle to multiple dots.
G. As a user, I want a menu on the left top of my application window.
H. As a user, I want a save button on the menu.
I. As a user, I want an open button on the menu.
J. As a user, I want to save my shapes when I click the save button.
K. As a user, I want to load the shapes I saved when I click the open button.
L. As a user, I want lines between dots to move alone shapes when shapes move.
M. As a programmer, I want to save the type of shapes.
N. As a programmer, I want to save the position of shapes.
O. As a programmer, I want to save the connections.

Items	Task	Day 1 Hours	Day 2 Hours	Day 3 Hours	Responsibility
A	1. Research on how to use graphic class in java. 2. Add one dot in the middle of the circle button. 3. add method to return the position of the dot. 4. Test if the dot shows at the correct position.	3	0	0.5	Hongqi Zhang
B	1. Add three dots in the rectangle button. 2. add method to return the points array which includes the three dots position. 3. Test if the dots are at the correct position.	0	2	1.5	Hongqi Zhang
C	1. add two vertical bars in the square button. 2. Test if the bars show at the right position.	0	2	1.5	Hongqi Zhang
D	1. Do the research about how to draw the line by Java function. 2. Create line class. 3. Implementing 4. Testing	2	2	4	ShihYu Chang
E	1. Do the research about how to constraint each dot can only be connected once at the same time.	1	0	0	ShihYu Chang
F	1. Do the research about programming syntax related to this topic. 2. Implementing 3. Testing	2	0	1	ShihYu Chang
G	1. Research about how to use the menu bar, menu item and ActionListener. 2. Update Frame.java 3. Testing	2	0	0	KaiRui Hsu
H	1. Research about how to use the menu bar, menu	0	0	1	KaiRui Hsu

	item and ActionListener. 2. Update Frame.java 3. Testing				
I	1. Research about how to use the menu bar, menu item and ActionListener. 2. Update Frame.java 3. Testing	0	1	0	KaiRui Hsu
J	1. Call fileManager to save file	0	1	0	Yijian Hu
K	1. Call fileManager to open file 2. Call RightPanel to recreate all shapes	0	2	1	Yijian Hu
L	1. Do the research about how to drag a line.	0	2	1	ShihYu Chang
M	1. Research about xml in java 2. Create MyFileManager.java 3. Update RightPanel.java to fetch data	0	2	0	Yijian Hu
N	1. Research about xml in java 2. Create MyFileManager.java 3. Update RightPanel.java to fetch data	0	2	0	Yijian Hu
O	1. Save connections to xml when connection function is available.	0	0	0	Yijian Hu

3. Sprint Review
    - what has been done
      In this sprint, we have finished two-thirds of our tasks. We researched how to implement and develop those tasks, including creating dots and stroke lines on different shapes, a new menu on the user interface and apply the function of saving and reload the status of the shapes we created.
    - what has not been done
      Due to some technical problems, we can not finish some tasks of connecting lines between shapes on time.
    - what work that has been add
      In this sprint, we add one dot on the circle shape, three dots on the triangle shape and two lines on the rectangle shape on the left panel. When a user clicks the shapes on the left panel, it creates the same shape on the right panel. Besides, the user interface is upgraded. There is a new menu bar on the top of the application. Users can easily click the “File” button and choose either to save the patterns created at the moment or to open a file downloaded before.

4. Sprint Retrospective
    - What went well in this Sprint
      In this sprint, we fixed the drag and drop problem that is left from the last sprint, and we finished save and open function, as well as the dots showing on each shape. Everyone contributes to his own task and works consistently.
    - What could be improved
      As we know the problems of this sprint, we will put more time and effort into achieving these goals first on the next sprint. To be more specific, the whole team will do more research on how to use correct methods or functions on connecting shapes together.
    - What will we commit to improve in the next Sprint
      We will commit to having stand-up meetings every other day to improve team communication and talk about our work in progress. Furthermore, we will keep track of each person’s progress and hope everyone can use time wisely and more efficiently.