---- USER STORY ----

#3 As the developer or user display -all- graphical objects [including text].

a) Description:

Objects will be rendering within a window, this window

Implementation will require dimensions of at least 1000 [horizontal] pixels by 500 [vertical] of [top left would be (0,0) with bottom right being (1000, 500) graphically.

-Each rendered object must show an shape id above rendered shape-

b) Tasks:

This is four fold

1. Create a rendering window to showcase objects with specified dimensions above.

1-a) This is directly related to user story #4 regarding file input/output.

1. Render object id above each rendered object.

2-a) Determine best practice for object too far vertically north to display object id. [i.e. show object id below. // if (object == (x,x)) et al.

c) Tests:

Verify objects will render within dimensions specified for program implementation

Verify each object rendered shows an render id above, determine best practice for when object is too far horizontal or vertical, verify that objects render into window from user story #4 file.

d) Assignee:

TBD, Implement design for window of rendering and orienting object id above rendered objects.

e) Estimation: 10

f) Priority: 1

g) Done:

User is able to render objects to designed implementation window that will be stored in a file per user story #4. Test all objects from file. Make sure the object ids render above objects unless and determine best practice for handling object id not displaying above margin / border of render window.

Baseline story point estimate value of one = 1 hrs of development time for

a single developer