**Project Daily Sprint Log**

**Sprint 1**, Scrum master: Cameron Wolff

**Thursday, October 28 2021:**

-Initialized GitHub repository  
-Added all members to repository

**Tuesday, November 2nd 2021:**

-Looked over class project after class  
-As a group, we assigned each other to look over Qt documentation and a tutorial on Youtube  
-Finished user stories

**Thursday, November 4th 2021:**

-Assigned roles for sprint 1  
-Vector implementation finished

**Tuesday, November 9th 2021:**

-Began Shape abstract class

**Thursday, November 11th 2021:**

-Began implementing derived shape classes

**Tuesday, November 16th 2021:**

-Began UI for main page  
- Further work on derived shape classes such as Ellipse

**Thursday, November 18th 2021:**

-Created UI login page  
-Implemented move semantics for vector class  
-Login page done

**Sprint 2**, Scrum master: Christopher Schrader

**Tuesday, November 23rd 2021:**  
-Assigned roles for sprint 2  
-Began looking at implementation for canvas (renderarea) class  
-Began UI work for adding shapes  
-Added contact us form

**Tuesday, November 30rd 2021:**

-Finished several derived classes  
-Began implementation of canvas class

**Thursday, December 2nd 2021:**

-UI for adding shapes done  
-Added methods to detect when user hits submit on adding shape

**Tuesday, December 7th 2021:**

-Rendering line finished  
-Rendering implementation began for every shape  
  
**Thursday, December 9th 2021:**

-All shape rendering done  
-Compiled deliverables  
-Assigned more roles for finishing project  
-UML work  
-Recognized