# Sprint 2 Plan

3D model generator
team name(Henry Chang,Andrew Dato, Nir Jacobson,William C King,Austin Shelton)
revision number: 1
Sprint completion date: November 5

**Goal:** We want to test and verify if our code from Sprint 1 works as we want it to with very little bugs. In addition work on creating a user interface that allows user to choose their own pictures and work with an interactive preview of pictures.

User stories

Sprint 2

**Story 1** As a developer, I want to be able to clean up and test the work done from sprint, so that we have a working prototype to continue developing off of.

Task 1: Document and comment all the already existing code (1)

Task 2: Clean up and simplify old code (2)

Task 3: Perform extensive testing with multiple different objects to verify functionality (5)

Task 4: Clean up and transfer documents on the github (1)

**Story 2** As a consumer, I want export my generated 3D model as a .obj file, so that I can use it across multiple platform.

Task 1 Create 1 of every n vertices in the OpenGL environment using the 3D array from story one (3)

Task 2 Assign vertices. Export one of every n vertices to a created text file (5)

Task 3 take all triangles and put them into text file (1)

Task 4 make sure .obj file is properly formatted (3)

Task 5 allow naming of .obj file (1)

***Story 3*** As a consumer, I would like to be able to upload my own images through a browser window so I don't have to manually name the files or put them in a folder

Task 1 Conduct research to see if we this is even possible to do on the current technology (1)

Task 2 Implement a file browser or a way for the user to choose images manually (1)

Task 3 Set up a way for the user to choose the location to save all output files (1)

***Story 4*** As a consumer, I would like an interface to tweak the settings of the model generator so that I can have more control over the output/outcome

Task 1 Allow users to view the input images by placing the on a cube before conversion (1)

Task 2: Create a preview image window to show what the user will see at the end of the product (3)

Task 3: Create a user interface that has button and sliders that will change certain things about the image (3)

Task 4: Create an eye dropper tool to determine background colors (2)

**Team roles:**
Project owner: William King
Srum Master: Austin Sheldon
Developers:  Andrew Dato
             Nir Jacobson
             Henry Chang


**Initial task assignment:**
William C King: story 1 task 3.
Nir Jacobson: story 1 task 1
Andrew: story 1 tasks 4
Austin: story 1 task 2
Henry: story 2 task 4

**Scrum times:**
Tues Thurs at 5:00pm,
Friday 2:20pm