

| | To Do | In Progress | Done | Blocks |
|---|---|---|---|--------|
| User Story 1: 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/outputUser e | | Task 2: Implement the Opengl widgets Input (1). Nir | | |
| | | | Task 2: Implement the Opengl widgets Output (1). Connor | |
| | | | Task 3: Fix the bugs within the UI image importing code (3). Nir | |
| User Story 2: As a consumer, I would like a tweak on the shape algorithm to improve the smoothing and faces of the shape to make it look a lot more like the desired image. | | | Task 1: Smoothing Algorithm (3) Connor | |
| | | | Task 2: Face Algorithm (3) Connor | |
| User 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 Add an option to allow the user to choose the weights of the different colors on the image. (3) Andrew | |
| | | | Task 2 Allow the user to crop and resize the images so that they line up with each other. (3) Nir | |
| | | | Task 3 Implement a straight edge tool so the user can line up the images with each other. (3) | |
| | Task 4: Give the ability to change the color of the output image. (3) | | | |
| | | Task 5: Eyedropper tool (3) Austin | | |
| | | | Task 6: Saving the edited images (3) Nir | |
| | | | Task 7: Projecting the sides (2) Nir | |
| | | | Task 8: Movable Rulers (2) | |
| | | | Task 9: Combine the Box class with window editor (1) Andrew | |

