

| Story Points | To Do | In Progress | Done | Blocks |
|--|---|--|---|--------|
| User Story 1: As a consumer, I want to be able to take up to 6 images and generate it into a 3D model, so that I can work with it in a 3D environment. | | | Task 1: Set up environment for developers (2) Nir | |
| | | | Task 2: Take in and store multiple pictures from user and assign correct dimensions and alignment to each array based on image input slot selected. (1) Andrew | |
| | | | Task 3: convert each picture inputted to 2d arrays of numeric color values (1) Andrew | |
| | | | Task 4: have each image vote on every slot in a 3d array based on each color at a certain spot of each image using 2 of the slot's 3 dimensions. Weigh the votes of an image based on distance from the side it represents and a user input variable (3) Connor | |
| | | | Task 6: using the votes, determine the color of each point, which should be the exact color of one of the votes. (2) Connor | |
| | | | Task 7: Nullify any point on the 3D Matrix within a tolerance value of the background color. (1) Austin | |
| | | | Task 8: copy the 3d matrix to a new one, while copying nullify any point on the copy array whose original is not touching a nullified point (2) Austin | |
| | | | Task 9: connect all the touching points with triangles in away where no 2 triangles overlap. (8) (dependency on story 2 task 1 or 2) | |
| User 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)Nir | | |
| | Task 2 Assign vertices. Export one of every n vertices to a created text file (5) | | | |
| | | | Task 3 take all faces and put them into text file (1)Henry | |
| | Task 4 make sure .obj file is properly formatted (3) | | | |

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| | Task 5 allow naming of .obj file (1) | | | |
| User Story 3: As developers, we would like a basic software executable completed so that we show off our functionality without having to develop a full fledged UI | Task 1 make sure we have a model that the user can rotate and view the images (2) | | | |
| | Task 2 test this with multiple shapes so that we can find any big issues and record them (2) | | | |
| User Story 4: As developers, we need a Github repo, so that we can better organize our files. | | | Task 1 Set up a Github repo for the team (1) Henry | |

Burnup Chart

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|----|----|
| 44 | 0 |
| 44 | 1 |
| 44 | 6 |
| 44 | 8 |
| 44 | 9 |
| 44 | 21 |

