

# Sprint 3 Plan

3D model generator

team name(Henry Chang,Andrew Dato, Nir Jacobson,William C King,Austin Shelton)

revision number: 1

Sprint completion date: November 23

**Goal:** We want to work to improve the algorithm and UI from the previous parts. As well we want to start working on being able to allow the user to edit the imported images within the UI.

User stories

Sprint 3

**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/outcome

Task 1: Complete the second screen of the UI (1).

Task 2: Implement the Opengl widgets (1).

Task 3: Fix the bugs within the UI image importing code (3).

**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

Task 2: Face Algorithm

**Story 3** As a consumer, I would like options and tools to be able to change the input images so that I have more control over how the output model will end up looking in the end.

Task 1 Add an option to allow the user to choose the weights of the different colors on the image.

Task 2 Allow the user to crop and resize the images so that they line up with each other.

Task 3 Implement a straight edge tool so the user can line up the images with each other.

Task 4: Give the ability to change the color of the output image.

**Story 4** As a consumer I would like to be able to output a .obj file from the output 3D model/.

Task 1 Add the ability to create a .obj file from the vertices

Task 2: Finish the export feature that exports the .obj file.

**Team roles:**

Project owner: William King  
Scrum Master: Austin Shelton  
Developers: Andrew Dato  
                  Nir Jacobson  
                  Henry Chang

**Initial task assignment:**

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

**Scrum times:**

Tues Thurs at 5:00pm,  
Friday 2:20pm