- Heading: Sprint 3 Plan, Draw A Piece, and Completion date: 04 March 2016.
- Goal: A presentable prototype for the final.
- Task Listing:
 - 1. As a user I would like to have a thumbnail of the project I am working on.
 - → Confirm working for all the cases (example: when there is a background image vs. no background image.) (10 hours)
 - → Total time: 10 hours (This is a rather difficult user story that is not easily broken into tasks)
 - 2. As a user I would like to stitch the images of the project together to make one whole picture.
 - → Decide the size of the picture (1 hour).
 - → Make sure we properly match the picture to project so that stitching is simpler (5 hours)
 - → Making sure file type is png and not jpeg (2 hours)
 - → Total time for user story: 8 hours.
 - 3. As a user I would like to be able to have private/public projects so that I only I can make changes to my project.
 - → Set up authentication for login. (2 hours).
 - → Be able to mark projects as private and public. (2 hours)
 - → Set a list separate from the public users for private projects that is not visible to everyone. (2 hours).
 - → Total time for user story: 6 hours.
 - 4. As a user I would like to save my progress so that I can revisit my project later.
 - → Set up database to handle version numbers and dates. (1 hour)

- → Make sure saving a project also requires a save name/number (3 hours).
- → Make sure there is an undo button that can take us back to previous changes (3 hours).
- → Total time for user Story: 7 hours.
- 5. As a user I would like to crop my images so that I can match the canvas size I am working with.
- → Try to make a JavaScript image cropper UI. (10 hours)
- → Python editing of images and then storing those images into database (10 hours)
- → Total time for user story: 20 hours.
- 6. As a user I would like a more flushed out website for better viewing experience.
- → CSS styling of website (4 hours).
- → Trying to understand which style sheets are handling built in web2py UI (3 hours).

Team Roles:

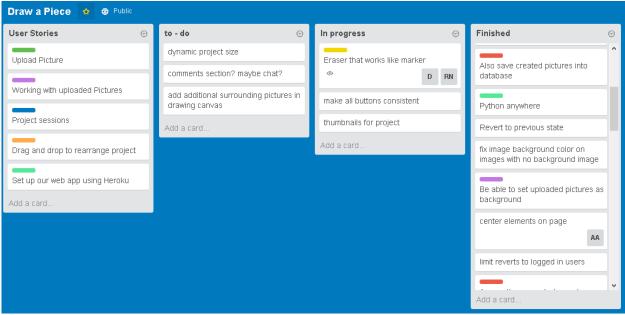
- 1. Raman Nakarmi: Scrum Master, Programmer
- 2. Daniel Ingersoll: Product Owner, Developer
- 3. Raul Moncayo: Database programmer
- 4. Anthony Assi: Programmer
- 5. Daniel Kimmelmann: Programmer

• Initial Task Assignment:

- → Raman Nakarmi: User Story 6
- → Daniel Ingersoll: User Story 4
- → Raul Moncayo: User Story 3
- → Anthony Assi: User Story 1 and 2
- → Daniel Kimmelmann: User Story 5

• Initial Scrum board:

→ Url: https://trello.com/b/N1ObaygP/draw-a-piece



• Scrum Times:

→ Monday, Wednesday, Friday: 11:30am