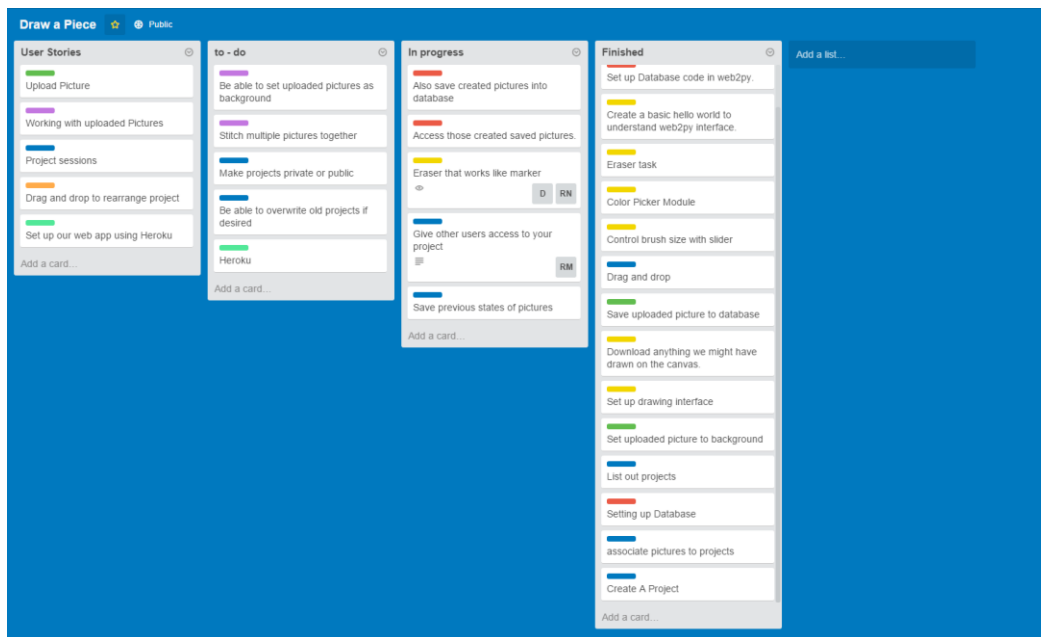


- **Heading:** Sprint 2 Plan, Draw A Piece, and Completion date: 13 February 2016.
- **Goal:** Having a function interface that lets us manage and control projects.
- **Task Listing:**
 1. As a user I would like a “start a project page” instead of a simple canvas, so that I can personalize my projects.
 - ➔ Create a project creation page. (1 hour)
 - ➔ Make sure each project has properly divided “pixels”. (2 hours)
 - ➔ Make sure each project can be set as public/private and other authentication processes.(2 hours)
 - ➔ Make sure users can rearrange each individual pixel boxes by dragging and dropping. (2 hours)
 - ➔ Save each project to database so that user can resume where they last left.(3 hours)
 - ➔ Total time for user story: 9 hours
 2. As a user I would like a richer canvas experience, so that I can use more than just basic pencil and eraser.
 - ➔ Provide the ability to use uploaded pictures as background. (1 hour)
 - ➔ Fully functional brush size controller and color picker. (1 hour)
 - ➔ Make sure that the uploaded pictures used as background is set to the database so the data is not lost when exiting (1 hour).
 - ➔ If the uploaded image is bigger than the canvas size the user should be allowed to crop out as needed (2 hours).
 - ➔ Total time for user story: 5 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 Kimmelman: Programmer
- Initial Task Assignment:
 - ➔ Raman Nakarmi: User Story 2 (Task 1 and 2)
 - ➔ Daniel Ingersoll: User Story 1 (Task 1, 2), User Story (Task 3)
 - ➔ Raul Moncayo: User Story 1 (Task 3)
 - ➔ Anthony Assi: User Story 2 (Task 5)
 - ➔ Daniel Kimmelman: User Story 2(Task 4)

- Initial Scrum board:



- Scrum Times:
 - ➔ Monday, Wednesday, Friday: 11:30am