Sprint 3 Plan

Product Name: **ChatCut**
Team Name: **ChatCut Development Team**
Sprint Completion Date: **November 19, 2025**
Revision Number: **3.0**
Revision Date: **November 4, 2025**

Goal

We will improve ChatCut's usability by adding undo capabilities, clearer UI feedback, better effect controls, and improved stability during AI-driven editing. This includes implementing undo support for copilot-applied edits, adding user-visible progress indicators, supporting effect parameter editing, and strengthening error-handling, object tracking overlays, and multi-effect workflows.

Task Listing (Organized by User Story)

User Story 1 (US 3.1)

"As a user, I want a progress indicator during AI processing so that I know the system is working."

Tasks

Add UI history panel to show ongoing actions (SCRUM-21) – 4 hours

Add visible cursor in the background to reflect processing state (SCRUM-22) – 4 hours

Connect Colab to backend and implement object tracking overlay to support feedback UI (SCRUM-19) – 6 hours

Add copy-paste in chat box for easier interaction while waiting (SCRUM-20) – 3 hours

Total for User Story 3.1: 17 hours

User Story 2 (US 3.2)

“As a user, I want to undo AI-applied effects so that I can revert to the original clip instantly.”

Tasks

Test “undo button” logic end-to-end (SCRUM-14) – 4 hours

Implement undo handling for copilot-generated changes (SCRUM-15) – 6 hours

Add UI history sidebar to support visual undo state (SCRUM-21, shared dependency) – 2 hours

Add prompting workflow for multiple effects (SCRUM-23) – 5 hours

Total for User Story 3.2: 17 hours

User Story 3 (US 3.3)

“As a user, I want accurate object tracking and clear visual overlays so that effect controls reflect what is actually happening in the video.”

Tasks

Research and validate backend object-tracking pipeline integration (SCRUM-19) – 6 hours

Reflect object-tracking changes inside effect control UI components (SCRUM-18) – 5 hours

Connect Colab → backend → plugin object-tracking overlay workflow (SCRUM-19) – 4 hours

Test stability across multiple clips and effects; verify tracking/overlay position accuracy (QA) – 4 hours

Document object-tracking behavior and known limitations – 2 hours

Total for User Story 3.3: 21 hours

Infrastructure and Spikes

Spikes

Research Premiere progress dialogs and user-visible feedback windows – 3 hours
Test logging of AI requests and responses for more transparent debugging – 3 hours

Infrastructure Tasks

Add error-handling and retry logic in backend AI bridge – 4 hours
Create lightweight logging system for plugin events and API calls – 4 hours
Integrate object-tracking overlay to improve effect-level error reporting – 4 hours

Total for Infrastructure and Spikes: 18 hours

Sprint 3 Total Estimated Effort: 69 hours

Team Roles

Team Member	Roles for Sprint 3
Dessy Bonev	Product Owner / UI
Neel Billimoria	Backend Developer
Hari Raghavan	Full stack developer
Akhil Datla	AI developer
Levi Laden	Full stack developer
Avi Das	Front end developer

Initial Task Assignment

Team Member	User Story & Initial Task
Dessy Bonev	US 3.1 – Implement UI history and cursor feedback (SCRUM-21, 22)

Neel Billimoria	US 3.3 – Backend object-tracking integration & overlay processing (SCRUM-19)
Hari Raghavan	US 3.2 – Undo handling for AI-applied effects
Akhil Datla	US 3.3 – QA testing for object tracking accuracy & overlay stability (SCRUM-18/19)
Levi Laden	US 3.2 – Multiple-effect prompting workflow (SCRUM-23)
Avi Das	US 3.3 – UX review of object tracking visual indicators

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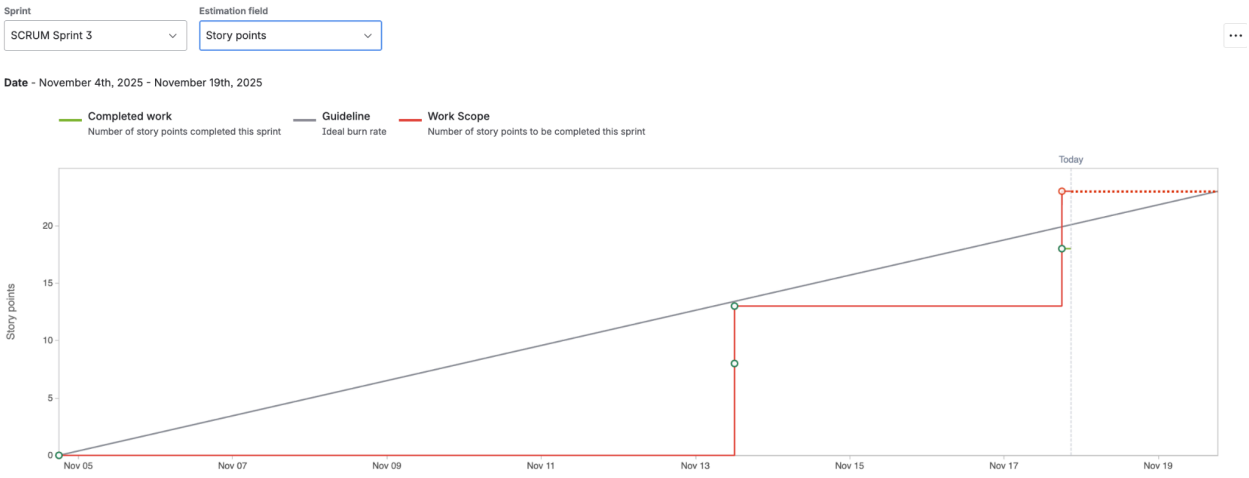
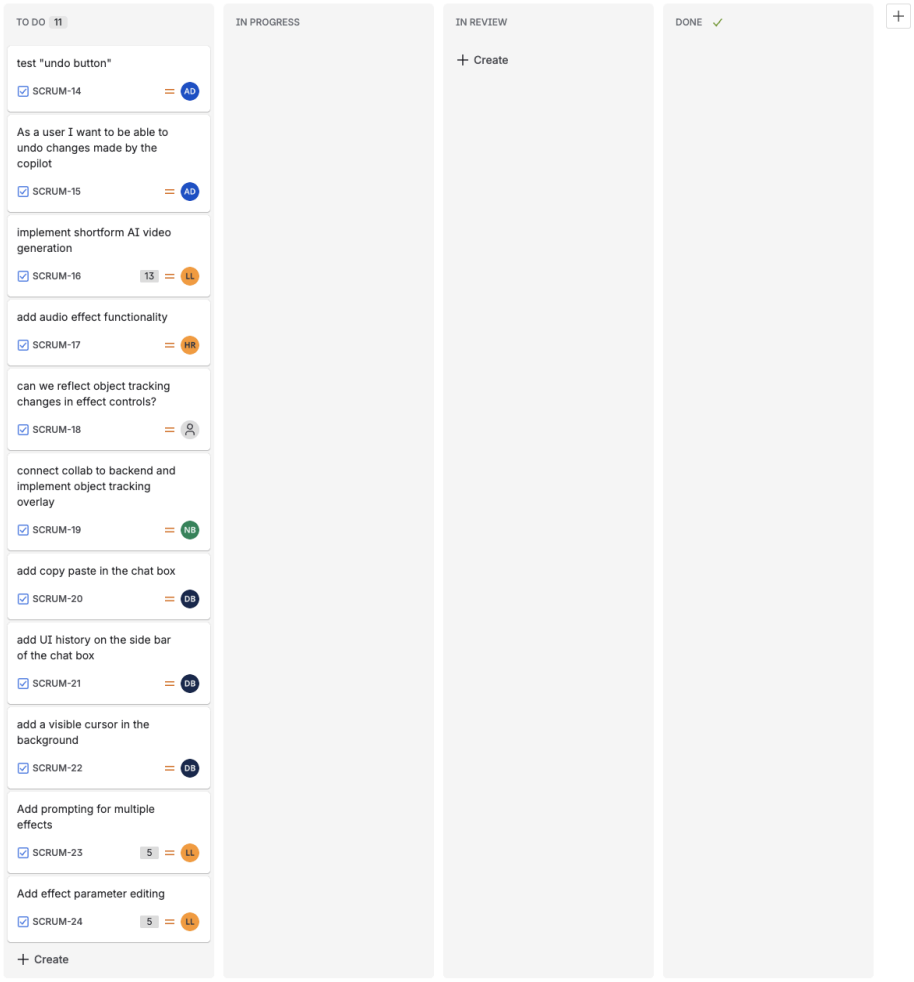
Initial Burnup Chart



Initial Scrum Board



Scrum Times

Scrum meetings will continue **three times per week**:

- **Monday 10:00 AM – 10:15 AM**
- **Wednesday 10:00 AM – 10:15 AM**
- **Thursday 3:30 PM – 3:45 PM** (TA / Tutor check-in session)