**Sprint backlog**

# Sprint Planning

Estimate initial velocity : 34

### Selected User Stories:

1. Multiple shapes together 1
2. Line segments 1
3. Rectangles 1
4. Ellipse 1
5. Default window 1
6. Menu of available shapes 3
7. Position of new shape 3
8. Color picker for choosing the contour color 1
9. Color picker for choosing the internal color 1
10. Shape with colored contour 3
11. Colored shapes 3
12. Option bar on top of the window 1
13. Save a drawing 7
14. Load a drawing 7

# Development

### Tasks that has been assigned to team’s member:

|  | Vincenzo Campagnano | Marta Corcione | Francesco D’Onofrio | Paolo Franco |
| --- | --- | --- | --- | --- |
| Assigned and completed tasks | 12 - Add option bar and populate with save and load buttons  13 - Develop saveWindow of WindowController class  14 - Develop loadWindow of WindowController class  12 - Develop FileIO class  13 - Develop save method of FileIO class  14 - Develop load method of FileIO class | 02 - Develop LineShape class  03 - Develop RectangleShape class  04 - Develop EllipseShape class  08 - Add the color picker in the GUI  09 - Add the color picker in the GUI  10 - Update DrawAction to use as contour color the one selected in the color picker | 05 - Create a GUI composed by a pane  05 - Develop WindowController class  06 - Add inside the VBox on the left side of the GUI 3 buttons, one for each Shape class implementation  06 - Insert in the left side of the GUI a VBox  07 - Develop DrawAction class  07 - Develop in WindowController the method onClick on the Pane  45 - Develop DrawingWindowOnMouseDraggedMethod  45 - Develop DrawingWindowOnMousePressed  45 - Develop DrawingWindowOnMouseReleased method  45 - Develop setDim method for EllipseShape class  45 - Develop setDim method for LineShape class  45 - Develop setDim method for RectangleShape class | 01 - Develop CloseContourShape class  01 - Develop OpenContourShape class  01 - Develop ShapeInterface interface  07 - Develop Action interface  07 - Develop Invoker class  11 - Update drawAction to use as internal color the one selected in the color picker  13 - Develop SerializableEllipse class  13 - Develop SerializableLine class  13 - Develop SerializableRectangle class |
| Assigned but not completed tasks |  |  |  |  |
| Not assigned tasks |  | | | |

### User stories added by the Product Owner in this Sprint:

45 - Selecting the size of a shape while drawing.

* + This user story has been added because initially the team hadn’t understood that the Product Owner wanted that when the user adds a shape in the drawing window he can decide, in addition to the position of it, even the size.

46 - Defocussing a shape.

* + This user story has been added because initially the team hadn’t understood that the Product Owner wanted that when the user wants to defocus a shape in the drawing window he can do so by clicking on it in the list of inserted shapes.

# Sprint Review

Story point completed : 41

### Completed user stories at the end of the first Sprint:

01 - Multiple shapes together

02 - Line segments

03 - Rectangles

04 - Ellipses

05 - Default window

06 - Menu of available shapes

07 - Position of new shapes

08 - Color picker for choosing the contour color

09 - Color picker for choosing the internal color

10 - Shape with colored contour

11 - Colored shapes

12 - Option bar on top of the window

13 - Save a drawing

14 - Load a drawing

45 - Selecting the size of a shape while drawing

User stories refused by the Product Owner: -

### Technical Debts found:

* The CloseCountoutShape and OpenContourShape classes have many methods equally implemented, so it’s required to develop a parent class.
* The developed solution to save and load the content of the drawing window isn’t scalable.

### Bug found:

* The drawing window and the left-side menu don’t resize with the resizing of the main window.

# Sprint Retrospective

The decisions made in the first Sprint retrospective are:

Stop:

* -

Less of :

* -

Keep doing::

* Fetch and commit often on github.

More of:

* Thinking more before starting coding a functionality.

Start:

* Create new branches and work on them for exploring different implementations.