User Stories:

- **Create a blank map**
- **Access the website**
- **Download the finished map (image)**
- **download JSON file**
- **Upload a custom background**
- **Dnd elements onto the map**
- **Resize objects**
- **Variety of material types**
- **Orient the objects**
- **Filter the objects by type(building Structure, plants, decoration, etc)**
- **Option to display or hide the grid**

Backlog:

- Deploy a webpage with a public link (1 day) (Justin)
- Create a resizable grid (2 days) (Justin)
- Convert data model into JSON info (2 days)
- Build component to download JSON (3 days)
- Build a component to download an image of map (4 days)
- Upload image component (3 days) (Wenhan)
- Build Background Component (3 days)(Wenhan)
- Create the object component(simple) (2 days)（Junnan Bai)
- Create the object editing component (3 days) (Justin)
- Build a component to upload background (3 days)
- Build object list (2 days) (Junnan Bai)
- Build Object search (3 days)
- Build Map Component (3 days)
- Build designer component(top-level) (5 days)
- Build tests for component(applies to each component) (1 day each)
- Add object component visuals (2 days) –
- Work component data together with visuals (3 days)
- Combine objects with dnd ability to map (3 days)

Users:

1. Hobby Tabletop GM
    a. To make custom tabletop maps
    b. Existing applications are expensive and overly artistic. They are not confident in hand-crafting these maps
2. Beginner in Indoor Design
    a. create a house overview map by using a free APP/website
    b. Hope to practice computer graphics skills through the website
3. Professionally creates Tabletop maps to sell

    a. Use as a drafting tool to build functional blocks before spending time on the detailed art
    b. Existing tools are more purpose-built for finalized maps and may have copyright restrictions

Data Model:

- Object: color, orientation, position, size, texture, type, tags
- Map: background, size, objectList(list of objects contained in the map)