# Release and Sprint Planning

# Sprint 1

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| --- | --- | --- |
| ID | Feature | Estimation (hours) |
| 1 | Setup abstract shape class and shape interface | 2 |
| 2 | Read VEC file format into Java (support CR/LF or ASCII format) | 3 |
| 4 | Read VEC LINE command | 2 |
| 5 | Read VEC PLOT command | 2 |
| 6 | Read VEC RECTANGLE command | 2 |
| 7 | Read VEC PEN command | 2 |
| 8 | Read VEC FILL command | 2 |
| 9 | Read FILL OFF command | 2 |
| 10 | Read ELLIPSE command | 2 |
| 11 | Read POLYGON command | 2 |
| 12 | Implement Read exceptions | 1 |
|  |  | Total: 22 |

# Sprint 2 – TBD

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| --- | --- | --- |
| ID | Feature | Estimation (hours) |
| 13 | Setup a GUI canvas (1:1 aspect ratio) for drawing the commands from VEC file | 2 |
| 14 | Draw VEC LINE command | 2 |
| 15 | Draw VEC PLOT command | 2 |
| 16 | Draw VEC RECTANGLE command | 2 |
| 17 | Draw VEC ELLIPSE command | 2 |
| 18 | Draw VEC POLYGON command | 2 |
| 19 | Implement VEC PEN command | 2 |
| 20 | Implement VEC FILL command | 2 |
| 21 | Implement VEC FILL OFF command | 2 |
| 22 | Add menu bar view (minimum of file opening and saving) | 2 |
| 23 | Add tool pallet view visible at all times | 3 |
|  |  | Total: 23 |

# Sprint 3 – TBD

|  |  |  |
| --- | --- | --- |
| ID | Feature | Estimation (hours) |
| 24 | Add colour pallet view visible at all times | 3 |
| 30 | Draw on canvas using tool pallet (mouse clicks) | 4 |
| 31 | Write drawn shapes to a VEC file | 2 |
| 32 | Update loaded VEC file with the new drawn shapes | 2 |
| 25 | Load and save dialog to navigate file system | 2 |
| 26 | Filter out for VEC files using file system navigation and Save as VEC as default | 2 |
| 27 | Implement resizing window that will keep the same coordinates for the new scale | 2 |
| 28 | Implement undo option in the menu bar or map to a command (e.g. crtl+z). | 2 |
| 29 | Implement undo to loaded VEC file | 2 |
|  |  | Total: 21 |

Release and Sprint - Assignment is due 31st May

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| --- | --- | --- |
| Week 11 | Week 12 | Week 13 |
| Sprint 1 – 13/5/19 to 17/5/19 | Sprint 2 – 20/5/19 to 25/5/19 | Sprint 3 – 27/5/19 to 30/5/19 |

Release 1 Release 2 Release 3