#1 As a user, I can see a “Contact Us” button

a) Description:

A user can see a contact us button and will be able to click and then will reveal contact information of the development team.

b) Tasks:

Will allow the user to send a message and or an email to the development team.

c) Tests:

Verify if email is sent.

Verify if message is sent.

Verify developer email.

d) Assignee:

Wilson will be implementing the test and contact information values

Leo will be assisting Wilson with the tests.

e) Estimation: 1

f) Priority: 14

g) Done:

User will be able to see and click on the “Contact Us” button and then it will display the Contact information of the development team. Clicking on the “Contact Us” will let the user type in their message and then their own email and will be able to click “send” the message to the development team’s email.

Baseline story point estimate value of one = 2 hrs of development time for a single developer

#2 As a user, I can see the logo and name of the development team

a) Description:

A user can see a contact us button and will be able to click and then will reveal contact information of the development team.

b) Tasks:

As a site user, I’ll be able to see the team logo and name within the “Contact Us” page

c) Tests:

Check if logo and name are present in the development team

d) Assignee:

Alexi will be implementing and creating the logo and name in the “Contact Us” page

e) Estimation: 1

f) Priority: 15

g) Done:

User will be able to see the logo and name of the development team in the “Contact Us” page

Baseline story point estimate value of one = 1 hrs of development time for a single developer

#3 As a user, I can see all the shapes in the canvas

a) Description:

A user can see all the shapes available in the canvas in an aligned format

b) Tasks:

Size of the rendering area must have a minimum 1000x500 dimensions.

Classes must be implemented.

c) Tests:

Check if shapes are displayed on canvas.

Check if shapes are stored correctly.

Check if shapes are correctly positioned.

Check if shapes don’t overlap with each other.

Check if all shapes are present on the canvas

d) Assignee:

Martin will be implementing most of the classes, including the Shape Class

Alexi will be assisting Martin in implementing features in Shape Class and derived classes

Wilson will be assisting in the development of derived classes and testing

Leo will be assisting Wilson with the derived classes and testing

Jon will be assisting in testing

e) Estimation: 8

f) Priority: 2

g) Done:

User will be able to see all the shapes on the canvas displayed correctly

Baseline story point estimate value of one = 2 hrs of development time for a single developer

#4 As a user, I can see the shape Ids in each shape displayed

a) Description:

An Id to identify what shape it currently is. I.E. Square will correspond to Id #5

b) Tasks:

Implement ID values on each shape

Display corresponding ID above each shape

c) Tests:

Check if IDs correctly displayed on top

Check if IDs are correctly corresponds to the Shape

Check if IDs are displayed

d) Assignee:

Alexi will be implementing the IDs above each shape

Martin will be assisting Alexi with the implementation

Wilson will be testing the implementations

e) Estimation: 2

f) Priority: 9

g) Done:

User will be able to see all the IDs above the corresponding shape

Baseline story point estimate value of one = 2 hrs of development time for a single developer

#4 As a user, I can see the shape Ids in each shape displayed

a) Description:

An Id to identify what shape it currently is. I.E. Square will correspond to Id #5

b) Tasks:

Implement ID values on each shape

Display corresponding ID above each shape

c) Tests:

Check if IDs correctly displayed on top

Check if IDs are correctly corresponds to the Shape

Check if IDs are displayed

d) Assignee:

Alexi will be implementing the IDs above each shape

Leo will be assisting Alexi with the implementation

e) Estimation: 2

f) Priority: 5

g) Done:

User will be able to see all the IDs above the corresponding shape

Baseline story point estimate value of one = 2 hrs of development time for a single developer

#5 As a user, the program should be able to read from a shape file

a) Description:

Read the values of different shapes from a file

b) Tasks:

Implement Data Parser

c) Tests:

Check if data correctly inputted

Check if data was inputted in each shape

d) Assignee:

Jon will be implementing the data parser

Alexi will be testing out the parser

e) Estimation: 2

f) Priority: 10

g) Done:

The program would be able to read a shape file filled with different shape values

Baseline story point estimate value of one = 2 hrs of development time for a single developer

#6 As a user, the program should keep track of all shapes currently being rendered by the 2D modeler

a) Description:

Keeps tracks of shapes rendering on the canvas by a unique ID

b) Tasks:

Implement tracker for shapes rendering

Implement unique ID

c) Tests:

Check if it tracks the correct shapes

Check if shapes are being tracked

d) Assignee:

Jon will be implementing the tracker and the IDs

Leo will be testing out the tracker

e) Estimation: 1

f) Priority: 8

g) Done:

The program would be able to track all the shapes that is being rendered by the 2D modeler

Baseline story point estimate value of one = 2 hrs of development time for a single developer

#7 As a user, I should be able to add shapes

a) Description:

Program has a add shape button that lets user select what shape to add

b) Tasks:

Implement Add button

Implement Add/Draw function to draw the newly added shape to the canvas

c) Tests:

Check if add button is there

Check if add button works

Check if add button when clicked will draw the shape selected on the canvas

d) Assignee:

Wilson will be implementing the Add button and will be testing button and function

Alexi will be implementing the add/draw function

e) Estimation: 2

f) Priority: 10

g) Done:

The user will be able to add a selected shape on to the canvas

Baseline story point estimate value of one = 2 hrs of development time for a single developer

#8 As a user, I should be able to remove shapes

a) Description:

Program has a remove shape button that lets user select what shape to remove

b) Tasks:

Implement remove button

Implement remove function to remove the selected shape

c) Tests:

Check if remove button is there

Check if remove button works

Check if remove button when clicked will remove a single shape selected

d) Assignee:

Leo will be implementing the remove button

Alexi will be implementing the remove function

Wilson will be testing the buttons and function

e) Estimation: 2

f) Priority: 10

g) Done:

The user will be able to remove a selected shape from the canvas

Baseline story point estimate value of one = 2 hrs of development time for a single developer

#9 As a user, the program should be able to make a shape listing report sorted by their ids

a) Description:

Program will output a report list of the shapes on the canvas, sorted by their unique IDs

b) Tasks:

Implement shape listing report

c) Tests:

Check if list is outputted

Check if all shapes are properly in the list

d) Assignee:

Alexi will be implementing the shape listing report function

Wilson will be testing out the function

e) Estimation: 2

f) Priority: 8

g) Done:

The user will be able to see a shape listing report.

Baseline story point estimate value of one = 2 hrs of development time for a single developer

#10 As a user, the shape listing report should be sorted by their IDs

a) Description:

The shape listing report shapes will be sorted based off ID

b) Tasks:

Implement shape listing report

c) Tests:

Check if list is correctly sorted

d) Assignee:

Alexi will be implementing the shape listing report function

Leo will be testing out the function

e) Estimation: 2

f) Priority: 8

g) Done:

The user will be able to see a shape listing report sorted by the shape’s unique ID

Baseline story point estimate value of one = 2 hrs of development time for a single developer