Project Overview

Over the course of the last few week Chips World Tour has worked to create a scrum tool to address the growing challenge of a collaborative work environment.  Using FXML, and object stream functionality we have been able to create a tool that allows teams to sync through a client server relationship.  Our object based solution allows for any information affiliated with a user story to be sent over the network.  We chose to leverage FXML in our design and with the help of scene builder we were able to get the front facing part of our project up and running.  The part that seemed to pose the most trouble was making sure that all the edits we made in the controllers were relayed back to the gateway and then eventually the server.  This required us to simplify from our first design of several UI's built upon each other, to a system that was more easily integrated with the client design.  (Below you can see an outline of that design).

Key Features
- Pop up menu for creating a story
- Pop up menu for editing/commenting on the story
- Drag and drop functionality for moving between stages, as well as deleting
- Burn down Chart