

# Product Backlog

## Team 1

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### Problem Statement:

A common problem is one of not having enough client-side applications over the web, especially for tasks that are often taken for granted, such as image manipulation. Most image manipulation tools that can work with files depend on servers or a downloadable application. Our project hopes to fill that void.

### Background:

Animated GIF's have become a ubiquitous part of internet communication. They can be used to depict a small looping animation conveying more information than a static picture, but monumentally less resource-intensive than a video. There are very few tools available to create such GIF's, especially that are accessible online and easy-to-use. Similar tools that do exist are mostly Windows binaries aimed at power-users. This project aims to fill that gap and provide regular users a cross-platform solution to quickly create and share animated GIF's with ease.

### Environment:

Our environment will consist of Sublime Text as our coding environment for HTML5, Javascript and CSS3, the languages we will be using for this project. We will do the majority of our testing using Chrome, though we will also be testing on several Evergreen browsers throughout development.

### Requirements

- **Will be done**

Functional

Backlog ID	User Story	Time
1	As a user, I would like to submit multiple images of same or different formats as an input.	2
2	As a user, I would like to have the ability to concatenate gifs.	8
3	As a user, I would like to have the ability to concatenate images and gifs.	2

4	As a user, I would like to edit the length of time a given frame is displayed.	4
5	As a user, I would like to remove frames from the gif	4
6	As a user, I would like to slow-down/speed-up gifs as a whole.	2
7	As a user, I would like an animated gif as an output.	16
8	As a user, I would like to save the outputted gif locally.	8
9	As a user, I would like to move an image on the filmstrip	8

#### Non-functional

Backlog ID	User Story	Time
10	As a user, I would like to use this application in any evergreen browser	4
11	As a user, I would like to use this application offline.	2
12	As a user, I would like to have a clean and user-friendly interface.	8
13	As a developer, I would like the application to be simple and straightforward to robustly test	8
14	As a user, I would like the app to recover from an unexpected exit seamlessly.	4
15	As a user, I would like the app to run reliably without unexpected crashes.	4
16	As a user, I would like the app to not be exploitable.	4

- Will be done if time allows

#### Functional

Back log ID	User Story	Time
17	As a user, I would like to run this application as an extension.	8

18	As a user, I would like to resume my last session when re-opening the application.	8
19	As a user, I would like to add pictures from my device's camera.	4
20	As a user, I would like to have a preview of the resulting image.	8
21	As a user, I would like to paste images into the application as frames.	4
22	As a user I would like to output the final image as a .webm	16
23	As a user, I would like the gif emailed to me.	8
24	As a user, I would like to share the gif on my Facebook.	8
25	As a user, I would like to share the gif on my Twitter.	8
26	As a user, I would like to use this application on a mobile device.	10

## Use Cases:

### Case: Add images

User Input	System Response
1. User clicks add image	2. File selector dialog opens
3. User selects one or more images	
4. User clicks "submit"	5. Selected images gets added to filmstrip viewer.

### Case: Add image by dragging

1. User drags image into designated part of filmstrip	2. Indicates point of insertion in filmstrip
3. User let's go of the image	4. Image is added to the filmstrip and gif

### Case: Remove an image

1. User clicks the "X" near the image	2. Image is removed from the filmstrip
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**Case: Change frame duration**

1. User clicks on the default duration for the particular image frame in the filmstrip.	2. The displayed number becomes an editable numeric input field.8-85258-66
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**Case: Save the output as a file**

1. Click the “Save” button	2. Convert or compile if necessary
	3. Prompt for Downloading
	4. Download image to local filesystem

**Case: Reorder frames**

1. Drag frames in the filmstrip and drop it in the appropriate position.	2. The fimstrip is rendered in the new order.
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**Case: Change speed of entire gif**

1. User clicks on the displayed speed which is 1x by default.	2. All images currently displayed on the filmstrip get their durations changed by a factor of the input number.
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**Case: Resume session**

1. User quits application	
2. User resumes application.	3. Previous session is loaded from local storage.

**Case: Add pictures using the device’s camera**

1. User clicks the camera button.	2. The device’s camera is displayed
3. User clicks an image.	4. Clicked image is added to the filmstrip.

**Case: Re-ordering a frame**

1. User clicks on image in film-strip	
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2. User drags image	3. Image is lifted out of the filmstrip and snapped to mouse
4. User lets go of image on filmstrip	5. Image is moved to location on filmstrip that user let go