

Plan for the Future

Group 5 - The A Team

Throughout the duration of our development of the application, we re-evaluated our vision of some of the features of the application. We finished many, expanded on some, and we abandoned others. Below shows the requirements and user stories that we have abandoned, as well as the ones we didn't get to developing.

Abandoned Requirements:

- FR-2.5: The application shall allow the user to draw lines when the user holds left click.
(described below)
- FR-2.6: The application shall allow the user to erase lines when the user holds right click.

We figured that panning the grid would be more useful to have close at hand than erasing would, so we decided to make left-click associated with panning instead of erasing.

Abandoned User Stories:

- As a user, I want to be able to left click to draw lines so I don't have to select the toolbar icon.

Given the number of tools that used left click, it didn't make sense to have that bound to "draw"

- As a user, I want to be able to right click to edit lines so I don't have to select the toolbar icon.

Given that grid panning uses left click (and orbs also have to be edited somehow) we decided that we would abandon this idea.

- As a user, I want a magnifying glass toolbar icon so that I can zoom in and out from the grid.

The grid is a given density of dots, and it would make things messier to zoom out. It is also a hassle with rendering, and it's unnecessary.

Requirements yet to be developed:

- NFR-1.3: The application shall allow a user to upload a 2MB mp3 file in 5 seconds 95% of the time.

As mentioned above, the export function has been created but the import function has not, so this is part of the next steps that will be required in order to share or save boards.

- NFR-1.4: The application shall restart after encountering an error 99% of the time.

Our practice so far has been that when we find errors we fix them. We have yet to implement a general exception for an error that would crash the system, and have it restart.

- NFR-2.0: The software shall be downloadable for free from Itch.io

We have not finished our development. Once we have completely created a stable and finished application, we will upload it here.

- NFR-3.0: The system shall include an FAQ such that the user's question will be answered 80% of the time before having to send an email.

We have not created the FAQ yet, though we still believe that once our app is finalized, it will be helpful for users.

User Stories yet to be developed:

- As a user, I want a tool resembling a house so that I can move back to the part of the grid with my drawings if I get lost in the infinite grid.

In-Progress: Callen is working on this functionality.

- As a beginner user, I want a tutorial to introduce me to the tools so I become familiar with them.

In-Progress: We have yet to make a tutorial, but we all agree that it is a good idea to do and would be helpful for users.

- As a user, I want to be able to view and play others' projects with a URL so I can give them feedback.

In-Progress: Sam implemented the export functionality, which means that you can share and save your project, but you cannot as of yet import another saved board.

- As a developer, I want to be able to see usage statistics so I can see how many people are using my application.

Waiting: We are waiting until our application is more finalized to begin this.

- As a developer, I want to be able to receive feedback from the users via email so that I can improve the application.

Waiting: Since our application is not completed and published yet, we have not started this.

Plan for the future:

The above unfinished requirements and user stories outline our work for the future. The standout features that have yet to be implemented are the ones concerning sound and actually playing the board. Although it is not listed as a user story or requirement, it is a central component to our application that is involved with a lot of other functions. Once we implement the orbs actually moving, the functionality for sound and other tools will come into play. Implementing and progressing on the tasks above are the future for this application. Some of them imply a sequence, for example we would want to have the features finalized and finished before we finalize the tutorial, else we would have to redo work that changed.