

Sprint Backlog Grooming Meeting Minutes #1:

Attendees: Alex Castaneira, Anthony Thompson, Jinpan Zheng, Alex Narvaez

Start time: 3:45 P.M. Zoom Monday April 22, 2024

End time: 4:30 P.M. Zoom Monday April 22, 2024

The following user stories were created/discussed/refined/prioritized.

- User Story #1: The library provides utilization for both Java and C++ programming languages, and must be compatible with both.
- User Story #2: Receive feedback on the simplicity of the process or software for teachers, developers, and students on ease of use.
- User Story #3: Utilize computational geometry capabilities from CGAL to visualize geometric objects.
- User Story #4: Make it compatible for the educational setting in which computer graphics, algorithm techniques, and computational geometry teachers find it useful.
- User Story #5: Make the library extensible for future geometric algorithms additions for future capstone groups.
- User Story #6: Abstract framework that is a simple method for adding graphing collections of geometric objects to java programs.
- User Story #7: Visualize or familiarize with online resources and Hernandez notes on the introductory classes/objects like points, line segments, doubly connected edge list(DCEL), and voronoi diagram.
- User Story #8: Create simple program exercises that can implement the doubly connected edge list (DCEL) and voronoi diagram in a bare bones all can use aspect.
- User Story #9: Formatting of and standardization of toString for objects such as circle, triangle, rectangle, and polygon in the C++ language in which appropriate measures are taken for saving radius, vertices, RGB, and location into the text file.
- User Story #10: Format and break existing C++ side of project codebase, regarding toString implementation and text file save into appropriate C++ architecture with a .h file, .cpp file, and main file for appropriate submission guidelines.
- User Story #11: Develop program and finish the java program that reads the file of information of geometric objects saved from C++ utilities previously made by implementing triangle, line segment, ray, circle, polygon, polygon with holes.
- User Story #12: Find interesting objects to graph or visuals made out of triangulation or voronoi diagrams that could depict the capstone work during the capstone showcase.
- User Story #13: Implement export and import aspects for both sides of the codebase, the java program and the C++ side, which only has export at the moment. With these aspects users can specify or test only specific objects instead of all geometric objects.
- User Story #14: Create Documentation and all needed videos such as shortcomings, intro, installation, and software demo needed whether be a public playlist on youtube or powerpoint presentations.

The user stories below are completed.

- User Story #1: The library provides utilization for both Java and C++ programming languages, and must be compatible with both.
- User Story #3: Utilize computational geometry capabilities from CGAL to visualize geometric objects.
- User Story #7: Visualize or familiarize with online resources and Hernandez notes on the introductory classes/objects like points, line segments, doubly connected edge list(DCEL), and voronoi diagram.
- User Story #9: Formatting of and standardization of toString for objects such as circle, triangle, rectangle, and polygon in the C++ language in which appropriate measures are taken for saving radius, vertices, RGB, and location into the text file.
- User Story #10: Format and break existing C++ side of project codebase, regarding toString implementation and text file save into appropriate C++ architecture with a .h file, .cpp file, and main file for appropriate submission guidelines.
- User Story #12: Find interesting objects to graph or visuals made out of triangulation or voronoi diagrams that could depict the capstone work during the capstone showcase.
- User Story #13: Implement export and import aspects for both sides of the codebase, the java program and the C++ side, which only has export at the moment. With these aspects users can specify or test only specific objects instead of all geometric objects.

The user stories below are in progress.

- User Story #8: Create simple program exercises that can implement the doubly connected edge list (DCEL) and voronoi diagram in a bare bones all can use aspect.
- User Story #11: Develop program and finish the java program that reads the file of information of geometric objects saved from C++ utilities previously made by implementing triangle, line segment, ray, circle, polygon, polygon with holes.
- User Story #14: Create Documentation and all needed videos such as shortcomings, intro, installation, and software demo needed whether be a public playlist on youtube or powerpoint presentations.