

Sprint Evaluation

What is the progress of your project in this sprint? What goals are achieved? What problems are overcome? If you are updating your plans what are your justifications?

As our tentative time plan placed in the StartUp document represents, we have dealt with several tasks during this sprint, namely, design assessment, GUI, Text Editor and Logic module implementation.

In the scope of design assessment task, as we got more into the implementation of our modules, especially GUI and Text Editor, we figured out more needed changes and assessed the design of our components.

During this sprint, what we have spent the most effort on is tackling the unexpected problems we have encountered during the implementation. The problems mostly occurred due to the limitations of Blender's design which did not support all our needs, we tried to find our way around them and we mostly overcome.

In the scope of GUI development, we have made changes in our Info and 3D View spaces by adding new features and also getting rid of the functionalities that DGP specialists will not need. We have decided what is needed and not also with the help of our supervisor. To elaborate, this tasks included the following actions:

- Complete Obj decoder
- Complete Off decoder
- Complete Ply decoder
- Julie the canvas user interface
- Final application theme decision
- Theme support for text editor
- Info space only for standard output stream

The tasks related to the implementation of Text Editor module was also challenging. Since this is the main space our users going to work around, we have tried to improve it as much as we can. The tasks were namely:

- Adding tabs for supporting multiple scripts simultaneously
- Changing the scope of the menus
- Pop-up for properties, such as find&replace -> After many trials for solution with different design perspectives, we have decided to have the properties functioning properly as a toggling panel.
- Investigating out of functionality problem -> We have found out the reason behind this issue and we are going to try solving it in the upcoming sprints.

The logic module includes a backbone driver, which runs many deferred callbacks as well as event handlers. The problem with the software which we are building upon was that it does not support events propagate through upper levels of abstraction. Which literally means that Blender create and dispatch events but it does not let them be caught from upper levels. What we need to do was to make Blender available to dispatch events and let them be caught from where from we want. This problem was handled well and now with our software toolkit, we provide our end users use peripheral device events such as:

- on Mouse down : a button is pressed
- on Mouse up : a button is released
- on Mouse click : a button is pressed twice in a short time
- on Mouse move : mouse is moved while a button is not pressed
- on Mouse drag : mouse is moved while a button is pressed
- on Keyboard down : a key is pressed
- on Keyboard up : a key is released

Team

How well your is team working together? How many meetings did you hold? Are you planning any changes in your cooperation strategy? Which work is completed by which member (in a Gannt chart)?

Just like the previous sprints, we held internal group meetings, except the ones with the scrum master, once a week and decided on how to tackle with the problems we faced off and which tasks to perform further. For the first time, we had hands-on day in this sprint, where each member collaboratively works.

Here is our distribution of tasks during Sprint 3:

| Task | Assigned Member | 1 st Week | 2 nd Week | 3 rd week |
|------|---------------------|-------------------------|-------------------------|-------------------------|
| T4 | All members | x | x | x |
| T6 | Dicle, Emre | x | | x |
| T8 | Furkan, Dicle, Uğur | | x | x |
| T9 | Furkan, Emre, Uğur | | x | x |

*We should note that according to the problems we mentioned in previous section, the distribution of the tasks has been changed a bit.

Backlog Updates

What are your backlog updates?

Despite the problems we encountered with during the implementation, we mostly completed the tasks we expected to. The ones we need spend more time on are,

1. the out-of-functionality problem in the text editor
2. the text-completion feature of the text editor
3. the properties offered in canvas, that we think to keep or not could be handy. This will be asked to the supervisor to make sure.

We also had a quite busy week during this sprint, when each member had a hard time to deal with the project adequately. We hope to not have a similar issue again.