

Project scale and sprint planning - Calvin

Requested total funding	<i>\$1500 AUD for VR headsets</i>
Sprint period, milestone(s), deliverable and funding cost	<p>Sprint 1: <i>15/03 – 3/04</i> Milestones:</p> <ul style="list-style-type: none"> <i>Fleshed out Wireframes and design</i> <i>Complete user stories and map out the flow of user features.</i> <i>XR development started, able to interact with XR environment.</i> <i>Accounts such as User, Admin and supervisor can be created</i> <i>Able to see some training stats (Status of completion using sample data).</i> <p><i>Deliverable: Wireframes, partially functional webapp</i> <i>Cost: \$1500 AUD for VR headsets to develop with</i></p> <p>Sprint 2: <i>05/04 – 25/04</i> Milestone:</p> <ul style="list-style-type: none"> <i>See some features under XR development, E.g., mesh manipulation (molding stuff) and checkpoints.</i> <i>Webapp joined with backend, basic integration.</i> <i>Webapp can be split up into company sub-divisions / regions.</i> <i>Tasks and training modules can be viewed and created.</i> <p><i>Deliverable: Webapp with functional database, can create training modules in webapp</i> <i>Cost: \$0 AUD</i></p> <p>Sprint 3: <i>26/04 – 16/05</i> Milestone:</p> <ul style="list-style-type: none"> <i>User can launch the XR training from the web interface.</i> <i>MP4 Recording functionality built-in for later review</i> <i>XR finger gestures completely integrated.</i> <i>A working training module example</i> <p><i>Deliverable: A functional XR training module example that can be launched using the webapp</i> <i>Cost: \$0 AUD</i></p>
Weekly meeting time (extra meeting is highly welcome)	Monday 6pm Friday 8pm