



COSC 4P02

Software Engineering II

Product Backlog and Sprint Backlog

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Product Backlog

Since we are using scrum as our method of choice for the project. We have self-organized ourselves to suit our way of working and divided the project into distinct sections to work on. Our team has organized itself into 2 halves, one is responsible for creating the UI and performing all the user testing that is required, and the other is responsible for creating Unity Elements and creating interactive elements that can be projected into the real world along with managing the server that hosts our unity project.

Our Notion Page: [Clio AR Experience](#)

We are using Notion to manage our product backlog and for sprint planning.

The screenshot shows a Notion page titled "Clio AR App" with the subtitle "An AR interactive App for a modern museum". The page is organized into a product backlog with columns for "In Progress", "Backlog", and "Hidden groups".

In Progress (2 items):

- IPAD UI - Proof of Concept
 - Naitik, anishka shetty, Darshak Bambharoliya, Aum Pandya
 - 0% progress bar
 - Feb 4
- Unity Animation and plugins - Proof of Concept
 - parth patel, Sneh Patel, Akshar Patel
 - 0% progress bar
 - Feb 4

Backlog (4 items):

- IPAD UI
 - Naitik, anishka shetty, Darshak Bambharoliya, Aum Pandya
 - 0% progress bar
- Backend/Hosting
 - Sneh Patel, parth patel
 - 0% progress bar
- Unity Animation and plugins
 - parth patel, Sneh Patel, Akshar Patel
 - 0% progress bar
- Database and server configuration
 - 0% progress bar

Hidden groups:

- Planning (0 items)
- Paused (0 items)
- Done (0 items)
- Canceled (0 items)

Here's our Product backlog:

▼ ⓘ IPAD UI 14 ... +						
Aa Task name	⚙ Status	👤 Assign	📅 Due	🏹 Sprint	🚩 Project	+ ...
📄 Install Tools required	● Not Started				ⓘ IPAD UI ⓘ IPAD UI	
📄 Create log out button to end tour	● Not Started				ⓘ IPAD UI	
📄 Create Help/tutorial tour	● Not Started				ⓘ IPAD UI	
📄 Create Floating side elements	● Not Started				ⓘ IPAD UI	
📄 Create main menu for App	● Not Started				ⓘ IPAD UI	
📄 Create Login / Add authentication	● Not Started				ⓘ IPAD UI	
⋮ 📄 Create Startup Page 🔖 OPEN	● Not Started				ⓘ IPAD UI	
📄 Configure simulator for IPAD OS	● Not Started				ⓘ IPAD UI	
📄 Configure environment variables and	● Not Started				ⓘ IPAD UI	
📄 User feedback page at the end of th	● Not Started				ⓘ IPAD UI	
📄 Create UI elements using Figma/Adc	● Not Started				ⓘ IPAD UI	
📄 New taskbootstrap a skeleton app	● Not Started				ⓘ IPAD UI	
📄 New taskcreate Accessibility setting	● Not Started				ⓘ IPAD UI	
📄 Create a startup screen to choose if	● Not Started				ⓘ IPAD UI	
+ New						
▼ ⓘ Unity Animation and plugins 9 ... +						
Aa Task name	⚙ Status	👤 Assign	📅 Due	🏹 Sprint	🚩 Project	+ ...
📄 Create AR objects - [List]	● Not Started				ⓘ Unity Animation and j	
📄 Audio/Video channel	● Not Started				ⓘ Unity Animation and j	
📄 Develop interactive animations -[list	● Not Started				ⓘ Unity Animation and j	
📄 Create markers and triggers on scar	● Not Started				ⓘ Unity Animation and j	
📄 Set animation boundaries and scalin	● Not Started				ⓘ Unity Animation and j	
📄 Enable animation flow and real time	● Not Started				ⓘ Unity Animation and j	
📄 Scan museum for trigger surfaces	● Not Started				ⓘ Unity Animation and j	
📄 Filter PG rated content	● Not Started				ⓘ Unity Animation and j	
📄 Create animation based on true ever	● Not Started				ⓘ Unity Animation and j	
+ New						
▼ 📄 Database and server configuration 3 ... +						
Aa Task name	⚙ Status	👤 Assign	📅 Due	🏹 Sprint	🚩 Project	+ ...
📄 create unity server	● Not Started				📄 Database and server	
📄 configure unity server	● Not Started				📄 Database and server	
📄 deploy unity server on raspberry PI	● Not Started				📄 Database and server	
+ New						

We will also use Notion to assign product backlogs to each developer and make sure the deadline is met. Each product backlog has more detailed tasks that the assigned developer will need to complete in order to meet the product requirements and handle the backlog efficiently.

Here each task has a description, where we can further details like guides or document any blocker we may encounter at the end of the sprint. Below is example of how a task looks like in notion:

Install Tools required

Status	Not Started
Assign	Empty
Due	Empty
Project	IPAD UI
	IPAD UI - Proof of Concept

2 more properties

- Homebrew / npm / npx
- Set up react native on your computer
 - CLI
 - Simulator
- A simple camera view API
 - Add react-native-camera library
- React Native UI Components
- Docker
- Visual Studio / Unity
- Brackets / HTML formatter / VS Code extension
- Webpack
- ARKit / ARCore
- Google cloud vision API

+ ::

1st Sprint Backlog

For our 1st Sprint, we have decided to create a proof of concept for our app, which would be a skeleton app i.e would be created using our current decided tech stack. We are doing it to investigate any issues that we may come across during development and if we discover any critical issue that forces us to change any part of our tech stack or our approach it can be done now and save us a crucial amount of time.

Here's our 1st Sprint backlog:

▼ ⓘ Unity Animation and plugins - Proof of Concept 9 ... +						
Aa Task name	⚙ Status	👤 Assign	📅 Due	🚩 Sprint	🚩 Project	+ ...
📄 Install tools required	● Not Started				ⓘ Unity Animation and p	
📄 Connect everything	● Not Started				ⓘ Unity Animation and p	
📄 Configure triggers for animation	● Not Started				ⓘ Unity Animation and p	
📄 Put avatar in 3d scanned environme	● Not Started				ⓘ Unity Animation and p	
📄 Create animation for Avatar	● Not Started				ⓘ Unity Animation and p	
📄 Create face capture for the avatar	● Not Started				ⓘ Unity Animation and p	
📄 Build an avatar in unity	● Not Started				ⓘ Unity Animation and p	
📄 Put in 3d awareness	● Not Started				ⓘ Unity Animation and p	
📄 Export everything	● Not Started				ⓘ Unity Animation and p	
+ New						
▼ ⓘ IPAD UI - Proof of Concept 7 ... +						
Aa Task name	⚙ Status	👤 Assign	📅 Due	🚩 Sprint	🚩 Project	+ ...
📄 Install Tools required	● Not Started				ⓘ IPAD UI ⓘ IPAD UI	
📄 Configure camera api to work with u	● Not Started				ⓘ IPAD UI - Proof of Co	
📄 Connect app to backend/Unity	● Not Started				ⓘ IPAD UI - Proof of Co	
📄 Bootstrap a skeleton app	● Not Started				ⓘ IPAD UI - Proof of Co	
📄 Configure simulator for IPAD OS	● Not Started				ⓘ IPAD UI - Proof of Co	
📄 Create UI elements using Figma/Adc	● Not Started				ⓘ IPAD UI - Proof of Co	
📄 configure simulator for IPAD OS	● Not Started				ⓘ IPAD UI - Proof of Co	
+ New						

After the first sprint is completed, we will assess the tools used in the skeleton app and any issues faced during the sprint. And if need be, we will modify our approach to the development process and plan the further sprints accordingly. All the product backlogs will then be assigned and dealt with according to their priority.