

As a User I can draw on the Drawing Board with Drawing Tools and Terrain will be generated at differing heights based on the colors I use which will then be displayed as an overlay of the Drawing Board to a screen in near real time.

As a User I want the color I use to always generate the same type of Terrain.

As a User I want the color I use to determine the height of the Terrain.

As a Viewer I want Terrain generated to be overlaid on the Drawing Board in near real time.

Sprint One

Verify display of Drawing Board is being updated in near real time.

As a Viewer I want the Drawing Board to be displayed and updated.

Verify display of Drawing Board does not crash under stress tests (e.g. 6 people waving their arms in front of the webcam at once).

Verify Terrain overlay is being updated in near real time when new markers are added.

As a Viewer I want Terrain to be generated on top of where the User marked the Drawing Board.

Verify display does not crash under stress tests (e.g. 6 people drawing at once).

Verify Terrain is being accurately overlaid on markers. I.e. Terrain completely covers a mark made by the User without covering areas that are still white (unmarked).

Verify Terrain overlay is being updated in near real time when markers are erased.

As a Viewer I want Terrain to not be displayed where there is no marks on the Drawing Board.

Verify Terrain does not overlay areas where there is color present but no mark (e.g. someones green shirt isn't overlaid with grassland Terrain).

Conditions of Satisfaction/Definition of Done

As a User I want green to generate grassland Terrain.

Verify grassland smoothly transitions into any surrounding Terrain.

As a User I want medium green to generate Terrain X meters above the ground.

As a User I want brown to generate rock Terrain.

Verify (RGB values) generates grassland Terrain.

As a User I want medium brown to generate Terrain X meters above the ground.

As a User I want yellow to generate sand Terrain.

Verify grassland Terrain generates smoothly under stress tests. E.g. X amount of grassland Terrain is generated (or deleted) at once without crashing ART.

As a User I want yellow to generate Terrain X meters above the ground.

As a User I want blue to generate water Terrain.

As a User I want blue to generate Terrain that is always lower then the surrounding Terrain.

As a User I want light green to generate Terrain X meters above the ground.

As a User I want dark green to generate Terrain X meters above the ground.

As a User I want light brown to generate Terrain X meters above the ground.

As a User I want dark brown to generate Terrain X meters above the ground.

(Tentative) Sprint Two