

Deforestation Detector  
Sprint 4 Plan  
Completion Date: 03/08/2022  
Release Name: Deforestation Detector 1.0  
Revision 1 – 2/21/2022

## Goal:

Polish the functionality of UI/UX. Clean up state management. Implement predictions on user uploaded images. Continue to learn deeply.

## Task listing:

- (#45) As a user, I want the elements in the experience to have pleasing micro-interactions (3).
  - Hover animations for all buttons/interactive elements (1)
  - Mouse-over events for interactive 3D elements (2)
- (#65) As a user, I would like clear/intuitive indication of how to navigate unique elements of the experience, because otherwise I might get lost or miss content (8).
  - Implement circular div around cursor (1)
  - Create text tooltips in illustrator/photoshop to apply to the cursor div (2)
  - Manage tooltip state based on hovered element(s) (3)
  - Default tooltips for mouse/keyboard navigation of map (2)
- (#66) As a user, I would like to see an example of the satellite images used for the 3D experience while I am investigating it (5).
  - Display the full tileset image on investigate page (2)
  - Indicate which tile was clicked on (3)
    - Likely by overlaying a 3x3 grid on the image and highlighting the proper cell

## Infrastructure

- Create ambient leaf/particle shader
- Change loading page to incorporate logo
- Manage view history in view state slice
- Clean up view change event listeners and reactions

## Team roles:

**Samuel Edwards-Marsh:** Product Owner

**Geovanni Ochoa:** Scrum Master

**John Beresford:** Developer

**Donovan Henry:** Developer

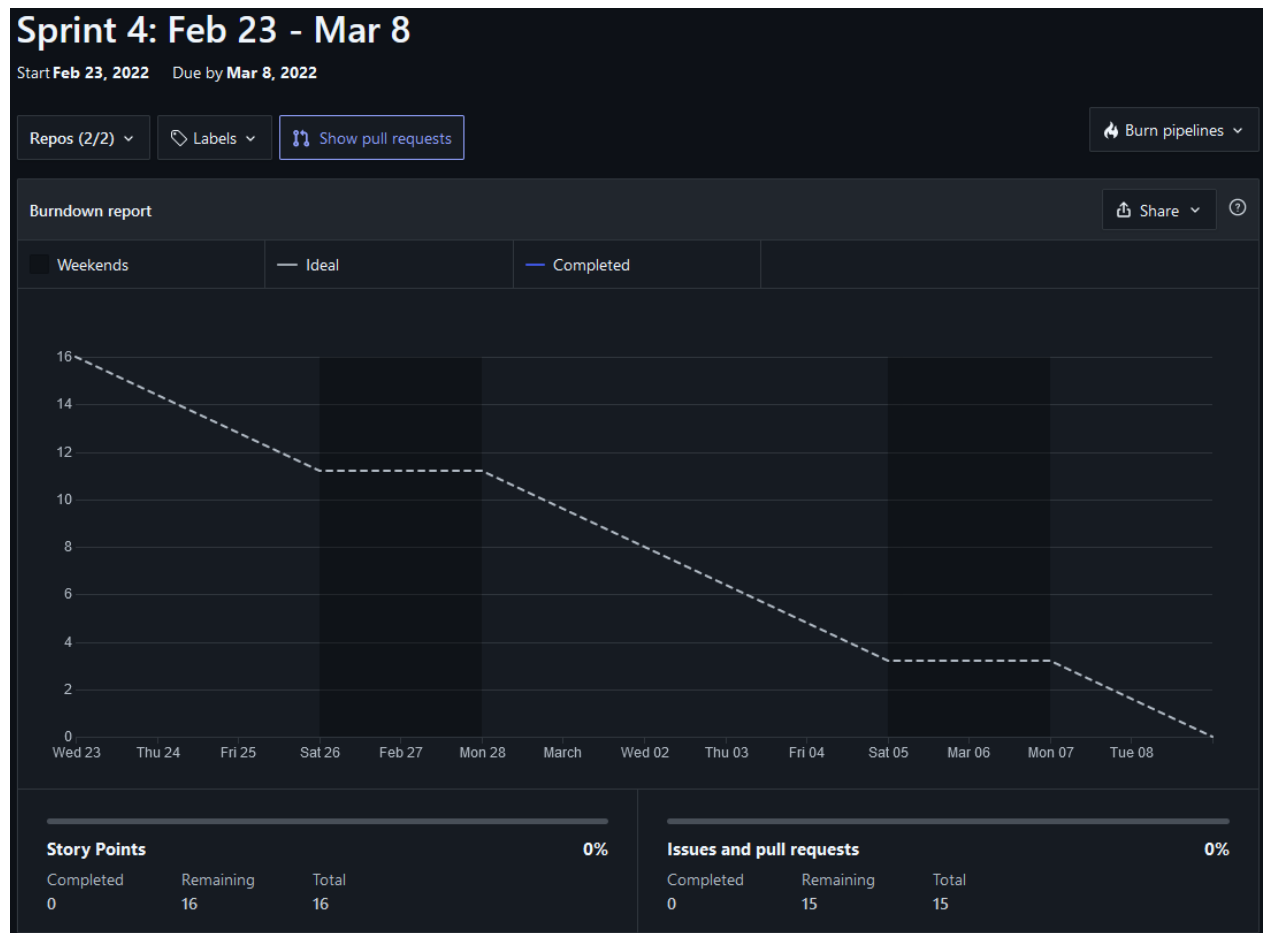
**Christopher Sterza:** Developer

## **Initial task assignment:**

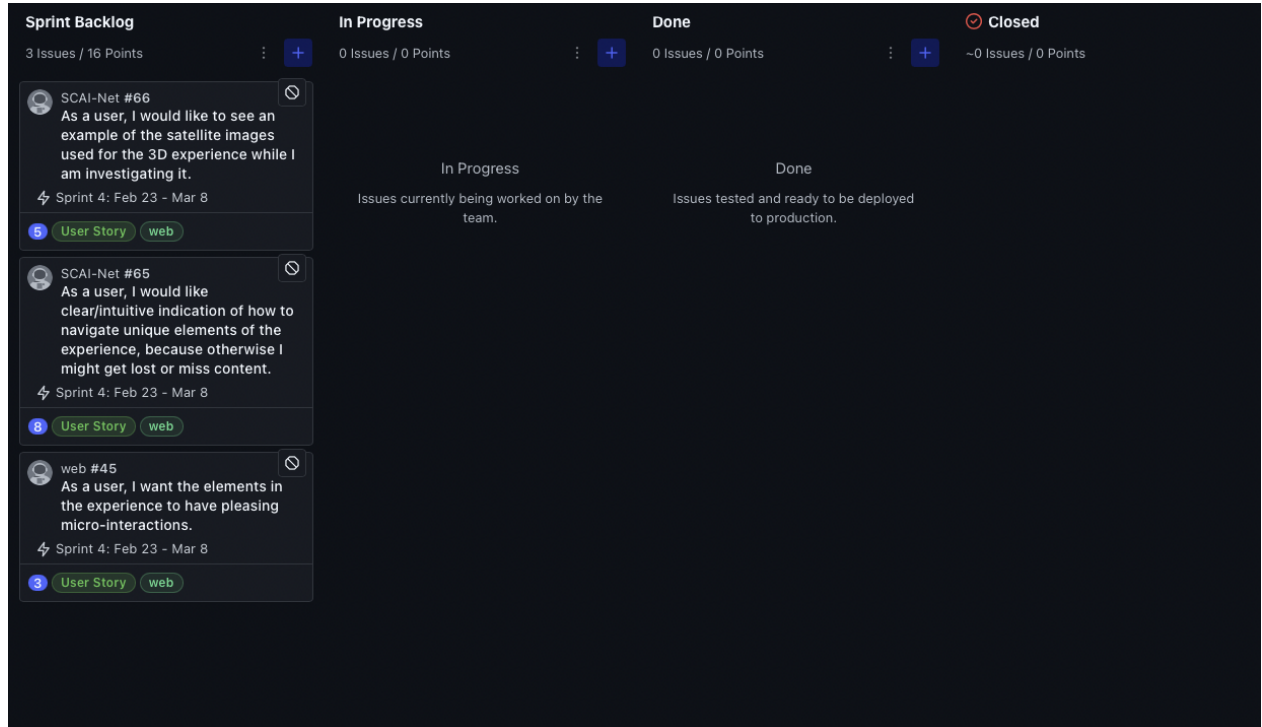
- Sam Edwards-Marsh
  - Testing/Debugging
- Donovan Henry
  - Testing/Debugging
- Christopher Sterza
  - As a user, I would like to see an example of the satellite images used for the 3D experience while I am investigating it.
    - Display the full tileset image on investigate page
    - Indicate which tile was clicked on
- John Beresford
  - As a user, I would like clear/intuitive indication of how to navigate unique elements of the experience, because otherwise I might get lost or miss content.
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- Geovanni Ochoa
  - As a user, I would like to see an example of the satellite images used for the 3D experience while I am investigating it.
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# Initial burnup chart:

[Link](#)



## Initial scrum board:



## Scrum times:

- Meeting time with TA:
  - Tuesday (7:15-8am)
- Group meeting days (hours):
  - Monday (7-8pm)
  - Wednesday (7-8pm)
  - Friday (7-8pm)