## Sprints Plan

### Sprint 1

**Sprint Planning Meeting Minutes:**

Attendees: Michael Quiros, Noel Gonzalez, Francisco Ortega, Other TAM members

Date: 1/13/2017

Start time: 5:00PM

End time: 6:00PM

After discussion, the velocity of the team was estimated to be:

10 hours per week for VIP Junior students.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

**#1165 Access to Unity**

As a developer, I must gain access to the correct version of Unity and import the required Plug-in (GetReal3d) to develop software for the ICAVE.

**#1167 Agile/Scrum Development Familiarity**

As a user, I must research Agile/Scrum Development and become familiar with Mingle.

The team members indicated their willingness to work on the following user stories:

**#1287 ICAVE Familiarity**

I must understand how the ICAVE works in order to design and create a project suitable for it.

### Sprint 2

**Sprint Planning Meeting Minutes:**

Attendees: Michael Quiros, Noel Gonzalez, Francisco Ortega, Other TAM members

Date: 1/27/2017

Start time: 5:00PM

End time: 6:00PM

After discussion, the velocity of the team was estimated to be:

10 hours per week for VIP Junior students.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

**#1166 Familiarity with ICAVE**

As a developer, I must gain familiarity with the ICAVE and the associated software.

The team members indicated their willingness to work on the following user stories:

**#1289 ICAVE Project Design**

This is where the project to be worked on is decided and conceived.

**#1288 ICAVE Demo**

Must create a demo project and run it in the ICAVE

### Sprint 3

**Sprint Planning Meeting Minutes:**

Attendees: Michael Quiros, Noel Gonzalez, Francisco Ortega, Other TAM members

Date: 1/27/2017

Start time: 5:00PM

End time: 5:30PM

After discussion, the velocity of the team was estimated to be:

10 hours per week for VIP Junior students.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

*None Specified.*

The team members indicated their willingness to work on the following user stories:

**#1168 Research 3D Object Interaction**

As a developer, I need to research the interactions between 3D objects in Unity and how separate interactions would differ or stay the same when using the ICAVE.

**#1187 Develop a small demo**

As a developer I should create a small demo using Unity and GetReal3D to become more familiar with the ICAVE.

**#1289 Setup Environment**

Setup the basic environment where the player is going to navigate through. This is just the ship itself, the water, lighting effects, and the player.

**#1297 Ship Movement**

The ship needs to move in a realistic fashion. The ship controls should not be handled with a simple “WASD” but with a position based rudder to simulate real life ships. The wind speed and direction should also impact the ship’s speed.

### Sprint 4

**Sprint Planning Meeting Minutes:**

Attendees: Michael Quiros, Noel Gonzalez

Date: 3/8/2017

Start time: 11:00AM

End time: 11:30AM

After discussion, the velocity of the team was estimated to be:

10 hours per week for VIP Junior students.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

*None Specified*

The team members indicated their willingness to work on the following user stories:

**#1289 Ship Enhancements**

The ship should simulate real life floating effects.

**#1297 Ship Enhancements 2**

Ship colliders must be added to restrict player movement. The ship should also have some UI elements showing important information such as ship direction.

**#1283 Animation Creation**

As a developer, I must create and modify animations for different parts of our project.

**#1187 3D Model Manipulation**

As a developer, I must become familiar with software to manipulate the 3D models we will be using as assets for further customization of our goals.

### Sprint 5

**Sprint Planning Meeting Minutes:**

Attendees: Michael Quiros, Noel Gonzalez

Date: 3/10/2017

Start time: 6:45PM

End time: 7:00PM

After discussion, the velocity of the team was estimated to be:

10 hours per week for VIP Junior students.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

*None Specified.*

The team members indicated their willingness to work on the following user stories:

**#1300 Ship Enhancements 3**

To better simulate real life ships, the ship should be able to rotate on the Z axis without acting strange.

Other fine tuning of previous user stories such as:

**#1283 Animation Creation**

As a developer, I must create and modify animations for different parts of our project.

**#1284 Model Manipulation**

As a developer, I must become familiar with software to manipulate the 3D models we will be using as assets for further customization of our goals.

### Sprint 6

**Sprint Planning Meeting Minutes:**

Attendees: Michael Quiros, Noel Gonzalez, Francisco Ortega

Date: 3/24/2017

Start time: 3:45PM

End time: 4:00PM

After discussion, the velocity of the team was estimated to be:

10 hours per week for VIP Junior students.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

**#1287 Project Environment Interaction**

As a developer, I must create an interactive environment for our user to be able to interact with.

**#1286 Objective Creation**

As a developer, I must create and implement an objective for the user while using the ICAVE.

The team members indicated their willingness to work on the following user stories:

**#1301 Ship Controls**

To better simulate real life ships, the ship should be able to rotate on the Z axis without acting strange.

**#1302 ICAVE controls**

As a developer, I must create and modify animations for different parts of our project.

**#1284 Collision Detection**

As a developer, I must become familiar with software to manipulate the 3D models we will be using as assets for further customization of our goals.

### Sprint 7

**Sprint Planning Meeting Minutes:**

Attendees: Michael Quiros, Noel Gonzalez

Date: 4/8/2017

Start time: 4:00PM

End time: 4:15PM

After discussion, the velocity of the team was estimated to be:

10 hours per week for VIP Junior students.

The product owner chose the following user stories to be done during the next sprint. They are ordered based on their priority.

*None Specified.*

The team members indicated their willingness to continue working on the following user stories:

**#1287 Project Environment Interaction**

As a developer, I must create an interactive environment for our user to be able to interact with.

**#1301 Ship Controls**

To better simulate real life ships, the ship should be able to rotate on the Z axis without acting strange.

**#1302 ICAVE controls**

As a developer, I must create and modify animations for different parts of our project.

**#1284 Collision Detection**

As a developer, I must become familiar with software to manipulate the 3D models we will be using as assets for further customization of our goals.