THINGS TO DO THIS WEEK

Sprint 1

* Project Proposal
  + Update Dahl on user stories
  + Generate user stories
  + Write up software contract
* Unreal Things
  + Rough draft of tour room
* Begin working with oculus
  + Research

Sprint 2

* On Rails
  + Vision movement
  + Bumper to change viewing piece
  + Waypoint system
* Unreal Engine
  + Finalize gallery environment
  + Figure out picture textures
* Oculus
  + Continue working on reducing nausea as necessary

Sprint 3

* Fine tune and finish on-rails tour
* Unreal Engine
  + Finalize gallery environment
  + Frame/place each art piece
* Documentation
  + Finish up beginning documents

Sprint 4

* Text description of each piece
* Custom environment
  + Black Hills

Sprint 5

* Finish custom environments

Sprint 6

* Research future ideas for project