Release Plan

Team Genesis
Company: Tanzle
CMPS 115

Team Members:

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Product: Hyperbolic Graph
Release Name: Inception
Release Date: Dec. 6, 2013
Revision Version: 2
Revision Date: Oct. 23, 2013

Goals:

Release functionality goals:

- Familiarize ourselves with unity
- Set up our zspace development environment with HelloZWorld
- Create an interactive hyperbolic graph
- Prototype testing
- Continuous integration
- Application Build in zSpace (in place of website)

User-Stories:

- Sprint 1: As a customer we need developers to familiarize themselves with the Unity platform— to place geometry on screen and to manipulate at least two parameters (position, rotation, color, etc.) with the mouse so that developers can move on to zSpace familiarity. (Estimated 13 story points)

- Sprint 2: As a customer we need developers to familiarize themselves with zSpace— to enable stereoscopic viewing with head and stylus tracking so that developers can substitute the zSpace Stylus for the mouse and do direct 3D manipulation. (Estimated 20 story points)

- Sprint 3: As a customer we need developers to implement an interactive hyperbolic graph— to create a set of randomly generated nodes in volume and connect them according to a classification rule so that users can use visual attributes (color, geometry, texture, maps, etc.) to indicate attributes and to implement basic (i.e. not hyperbolic) rotation with the stylus. (Estimated 22 story points)

Product backlog:

- Create a menu with different user settings for our program
- Develop more functionality for the program using the stylus
- Fine tune the visualization of the graph
- Create a user manual (instruction manual)