Project Release Plan

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Team Genesis

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Hyperbolic Graph

Create an immersive educational experience using hyperbolic graph integrated within Tanzle.

Goals:

1. Familiarize with Unity

2. Familiarize with zSpace

3. Development of Hyperbolic Graph

4. Prototype testing

5. Continuous integration

6. Application Build in zSpace (in place of website)

Tanzle / Team Genesis
Hyperbolic Tree

Sprint 1

- *As a* customer *we need* developers to familiarize themselves with 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.

Project Release Plan – User Stories

Sprint 2

- *As a* customer *we need* developers to familiarize 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.

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.