Sprint 3 Plan

Company: Tanzle

Product Name: Hyperbolic Graph

Team Name: Genesis

Completion Date: November 20 , 2013

Revision 1.0: November 6, 2013

Goal

Implement an interactive hyperbolic graph application on Zspace using Unity.

Task Listing

User Story 4:
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.

Task 1: Create a set of randomly generated nodes in volume. (5 hours)

***Test*:** A unit test for the node class to ensure it's ability to function properly. We'll create a set of equivalence classes and test accordingly.

Task 2: Using nodes in volume, connect them according to a classification rule so that users can use visual attributes (color, geometry, texture, maps, etc.). (10 hours)

Test: An integration test between our node class and the class that will connect them. This is to ensure that our classes work in tandem.

Task 3: To indicate attributes and to implement basic (i.e. not hyperbolic) rotation with the stylus. (5 hours)

Test: A unit test for the node class to ensure it's ability to display attributes properly, similar to the first test. We'll also have an integration test between our node class and the stylus to ensure that the two function correctly with each other.

Total time for User Story 3: 20 Hours

Team Roles:
Tanzle: Product Owner

Stephen Domenici: Application Developer

Radhika Mitra: Application Developer

Mesuilame Mataitoga: Application Developer

Jessica Villela: Application Developer, Scrum Master

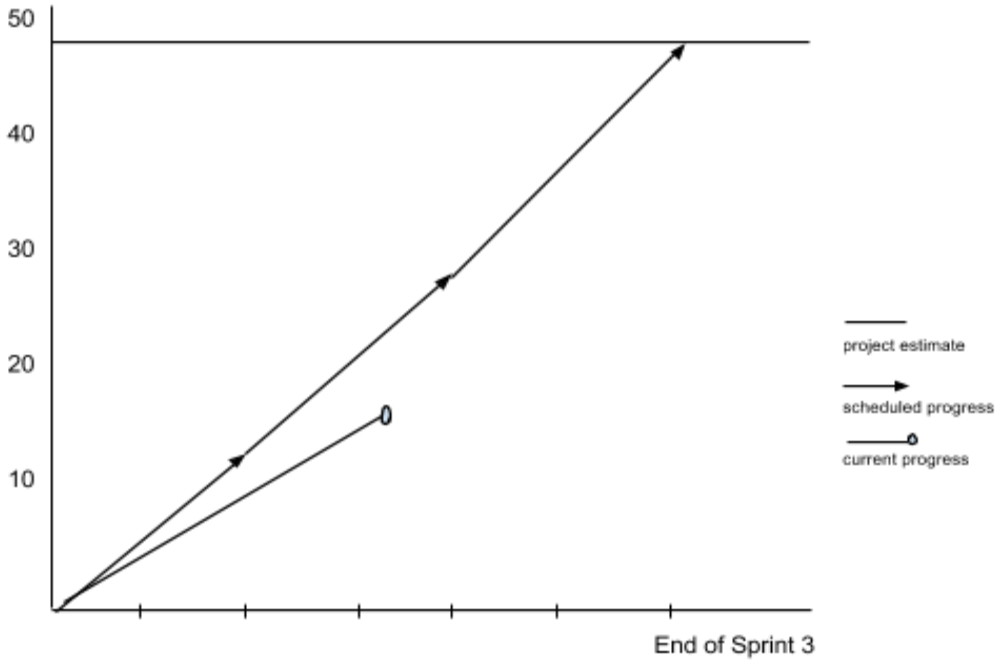
Gahl Levy: Application Developer

Initial Task Assignment

The product owner (Tanzle) requires all developers (Team Genesis) to implement an interactive hyperbolic graph application for use on Zspace hardware. This requires the involvement of all members and therefore each member will be assigned all of the User Story 4 and tasks.

Stephen Domenici: User Story 4, Task 1-3
Radhika Mitra: User Story 4, Task 1-3
Mesuilame Mataitoga: User Story 4, Task 1-3
Jessica Villela: User Story 4, Tasks 1-3
Gahl Levy: User Story 4, Tasks 1-3

Initial Burndown Chart



Initial Scrum Board

User Stories	Tasks Not Started	Tasks in Progress	Tasks Completed
User Story 4: 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.	**Task 2:** Using nodes in volume, connect them according to a classification rule so that users can use visual attributes (color, geometry, texture, maps, etc.). (10 hours) **Task 3:** To indicate attributes and to implement basic (i.e. not hyperbolic) rotation with the stylus. (5 hours)	**Task 1:** Create a set of randomly generated nodes in volume. (5 hours)	

Scrum Meeting Times

Tuesday 9:30 AM, Wednesday 11:15 AM, Thursday 9:30 AM at BE 379