

## **Sprint 1 Plan**

**Company:** Tanzle

**Product Name:** Hyperbolic Graph

**Team Name:** Genesis

**Completion Date:** October 18th, 2013

**Revision 1.0** - October 8th, 2013

**Goal:** Familiarize programmers with the Unity platform. Understand enough to place geometry on screen and to manipulate at least two parameters (position, rotation, color, etc.) with the mouse.

### **Task Listing:**

**User Story 1:** As a client we need developers to familiarize themselves with the Unity platform - to place geometry on screen and to manipulate at least two parameters with the mouse so that developers can move on to coding for zSpace hardware with confidence.

**Task 1:** Place geometry on screen. (5 Hours)

**Task 2:** Manipulate the following parameters: (5 Hours)

- Position
- Rotation
- Color

**Task 3:** Research how to make the transition from basic Unity to coding for zSpace hardware. (5 Hours)

**Total time for User Story 1:** 15 Hours

### **Team Roles:**

Tanzle: Product Owner

Stephen Domenici: Scrum Master, Application Developer

Radhika Mitra: Application Developer

Mesuilame Mataitoga: Application Developer

Jessica Villela: Application Developer

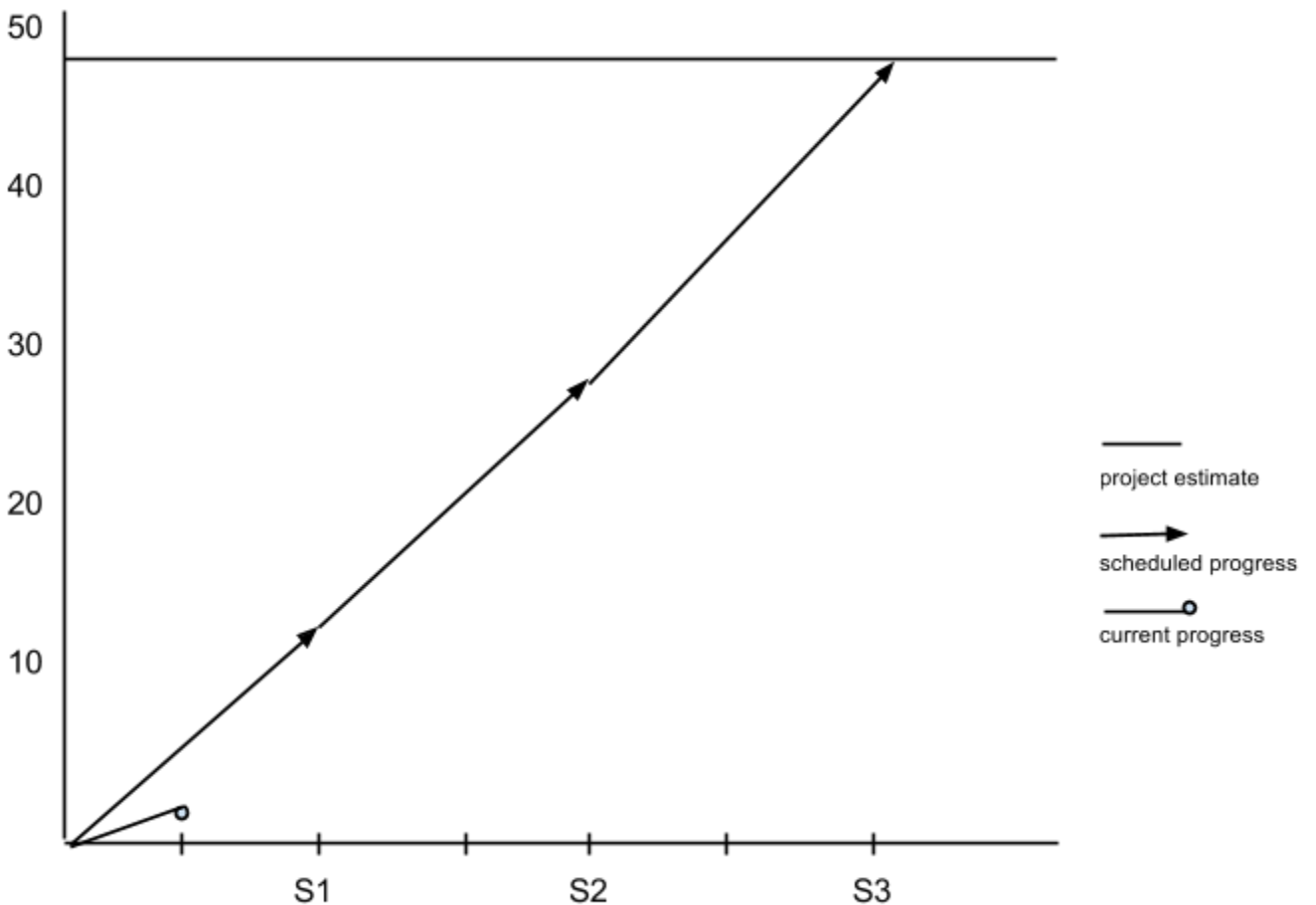
Gahl Levy: Application Developer

### **Initial Task Assignment:**

As it is compulsory from the product owner (Tanzle) that all developers (Team Genesis) familiarize themselves with Unity and can conduct the basic coding on Unity Platform to implement with zSpace. As a result we have the following task assignments:

1. Stephen Domenici: User Story 1
2. Radhika Mitra: User Story 1
3. Mesuilame Mataitoga: User Story 1
4. Jessica Villela: User Story 1
5. Gahl Levy: User Story 1

### **Initial Burndown Chart:**



**Initial Scrum Board:**

To Do	In Progress	Done
1. Enable stereoscopic viewing <b>5</b>	1. Place geometry on screen. <b>3</b>	
2. Head and stylus tracking <b>5</b>	2. Manipulate parameters - position <b>5</b> - rotation - color	
3. Replace mouse with stylus <b>5</b>	3. Research transition from basic Unity to zSpace <b>5</b>	
4. Create a set of randomly generated nodes and connect them <b>8</b>		
5. Visualize attributes <b>8</b>		
6. Implement basic rotation using stylus <b>5</b>		
Total User Story Points: <b>49</b>		

**Scrum Meeting Times:** Tuesday 9:30 AM, Wednesday 11:15 AM, Thursday 9:30 AM at BE 379