Sprint 4

**Sprint goal**

The goal for this sprint is to implement a feature for loading and saving terrain. This terrain will be provided by the user in the form of a heightmap. The system will show how to shape the sand to mimic the terrain through a color coded system. The user can also save the current terrain represented by the sand as a heightmap. This can then be later loaded to continue from previous sessions.

**Product log**

- Create a UI that allows the user to load and save terrain in the form of heightmaps.
- Implement the feature for loading a terrain heightmap and showing how to alter the sand to mimic the terrain
- Implement the feature for saving the current terrain to a heightmap

**Member task**

Zach is going to be the main member handling the UI. Otherwise, we have an extremely limited timeline, so everyone will work evenly on the terrain loading/saving system to try and get as much done as quickly as possible. Tyler is going to be the technical lead and assign work as it comes up.

**Scrum record**

<u>February 18th</u>

- Zach
    - Moved the sandbox and necessary hardware to Kearney
    - Setup the sandbox in Kearney and loaded our project to the connected machine
    - Tested the system partially to discover what currently works and what we may be able to leverage, was interrupted by technical difficulties. Will conduct a full assessment next week
    - Came up with a plan for how to implement the loading and saving of terrain data
- Tyler
    - Moved the sandbox and necessary hardware to Kearney
    - Came up with a plan for how to implement the loading and saving of terrain data
    - Made note of needed UI fixes and came up with a general design for the UI for our intended functionality
- Andrew

    - Moved the sandbox and necessary hardware to Kearney
    - Setup the sandbox in Kearney and loaded our project to the connected machine
    - Came up with a plan for how to implement the loading and saving of terrain data
- Ryan

February 25th

- Zach
    - Completed calibrating the sandbox in Kearney
    - Created the Save/Load terrain UI
- Tyler
    - Fixed some bugs with the calibration UI
    - Created the core features for save functionality and tested it
- Andrew
    - Created the core features for save functionality and tested it
- Ryan

March 4th

- Zach
    - Added external features to make save functionality smoother and more user friendly
    - Looked into how the terrain within Unity is being generated from what the kinect is reading. This will need to be utilized to perform the loading functionality.
    - Worked on beta video
- Tyler
    - Looked into how the terrain within Unity is being generated from what the kinect is reading. This will need to be utilized to perform the loading functionality.
    - Worked on beta video
- Andrew
    - Looked into how the terrain within Unity is being generated from what the kinect is reading. This will need to be utilized to perform the loading functionality.
    - Worked on beta video
- Ryan