

Sprint 6

Sprint goal

The goal for this sprint is to finish polishing the loading terrain feature. This means connecting the loaded terrain to the coloring code. Also, the loading UI needs a few inputs added to it to give the user the needed options to complete loading. We also want to update the user guide with the added features.

Product log

- Link loaded terrain to actual terrain for recoloring.
- Add needed features to the loading UI.
- Update user guide

Member task

Tyler and Andrew will work on comparing the loaded terrain to the current terrain. Zach will update the loading UI. Whoever has more time and completes their assigned tasks will begin updating the user guide.

Scrum record

April 22nd

- Tyler
 - Loaded terrain is now compared to the current terrain and the current terrain is colored to show how it needs to be changed to represent the loaded terrain. The only issue with this is that the system needs to be calibrated for the loaded terrain for this to work properly. This is currently not super easy to do, although there is a work around by saving the current state of the terrain, loading it in, and then calibrating the system in loaded mode so all the terrain turns green. Otherwise there needs to be a system set up where the loaded terrain is normalized using the current calibration settings
- Andrew
 - Helped with implementing the feature for comparing the current terrain and the loaded terrain.
- Zach
 - Polished the loading feature by making it a little more consistent and usable (the loading button actually put it into loading mode now).
 - Commented out some of the code that is no longer being used now that we are using textures instead of terrain for the loaded in heightmap.

April 29th

- Tyler

- Proofread the updated user guide.
- Worked on the different style of presentations needed for the expo.
- Andrew
 - Wrote the load and save features into the user guide.
 - Worked on the different style of presentations needed for the expo.
- Zach
 - Proofread the updated user guide and added some details to the loading terrain feature.
 - Worked on the different style of presentations needed for the expo.
 - Updated the loading UI to be fully functional

May 6th

- Tyler
 - Cleaned up bloated code
 - Added comments and documentation
- Andrew
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 - Demoed the current state of the sandbox for the project partner
- Zach
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 - Added comments and documentation
 - Demoed the current state of the sandbox for the project partner