Sprint 2

Sprint goal

The goal for this sprint is to obtain access to the actual physical augmented reality sandbox. This will include being able to test the current working version of the software and let us know what kind of time frame we are working with. A stretch goal for this sprint will be to start implementing the save feature that we have been tasked with.

Product log

- Meet with our project partner to discuss our plan of action moving forward if we don't have the physical hardware.
- Read up and do research on loading and saving heightmaps in unity.
- Test the current version of the project and note the performance of the current state of the project.
- Each week discuss an action plan of what we are going to do and how we are going to get it done.

Member task

Each member is required to meet with the group for project partner meetings. Each member is also required to meet with the group when the group decides to work on the actual implementation and testing of the AR sandbox.

Scrum record

<u>January 7th</u>

- Andrew
    - Completed required reading and research on unity, made every meeting, and participated in creating a plan of action for the week.
    - No concerns or roadblocks.
- Zach
    - Completed research and readings on height maps and terrain data in unity. Created team action plans each week. Looked into the UI of the current codebase and made slight changes.
    - No concerns or roadblocks.
- Tyler
    - Read up on unity specific unity documentation that allowed our group to have a clear picture of our plan moving forward. Read through and documented some of the current codebase that was lacking in documentation.
    - No concerns or roadblocks

January 14th

- Andrew
    - Continued reading up on unity and AR programming.
- Zach
    - Devised a plan of action for the coming weeks.
    - Read up on unity and saving files in TIFF formats.
- Tyler
    - Worked through the current codebase and discovered important insights on how the previous group went about implementing the AR sandbox.
    - Read up and posted links on saving terrain data in unity

January 21st

- Andrew
    - Read through the codebase. Watched unity tutorials and also read up on unity specific documentation.

- Zach
    - Led as a leader and voiced concern to our project partner about accessing the hardware.
    - Set up a plan with our project partner to obtain the physical hardware.
    - Did research on saving files and images in unity.
- Tyler
    - On paper, figured out a way that we would be able to save height data as an image.
    - Read through the codebase and read through unity specific documentation.