

Sprint 1

Sprint goal

The goal for this sprint is to learn how to use Unity and Vuforia to create AR programs. This includes gaining access to the physical sandbox and gaining an understanding of the current state of the project and the code base. The concrete deliverable of this sprint will be four small AR programs created by each team member.

Product log

- Watch tutorials on Unity and Vuforia to gain an understanding of how to create AR programs.
- Gain access to the physical sandbox and test the current program to learn how it works and how the new features can be implemented on top of the current code base.
- Each team member creates a small AR program to prove their knowledge of the tools being used for this project.

Member task

Since this first sprint focuses on everyone learning how to develop AR programs, everyone will be doing the tasks listed in the product log.

Scrum record

November 3rd

- Andrew
 - Completed his section of Milestone 2 and has been watching some Unity and Vuforia tutorial videos.
 - No concerns or roadblocks.
- Zach
 - Completed his section of Milestone 2 and reorganized the GitHub.
 - No concerns or roadblocks at this time and will begin viewing tutorials soon.
- Ryan
 - Completed his section of Milestone 2.
 - No concerns or roadblocks at this time.
- Tyler
 - Completed his section of Milestone 2.
 - No concerns or roadblocks.

November 10th

- Zach

- Brushed up on Unity skills.
- Created a simple AR program following the video tutorial found by Andrew.
- Andrew
 - Found Unity and AR tutorial videos and built a demo AR program.
 - Read into fema hazus and provided links and a short description in Trello.
 - Read into the cascadia zone and provided links and a short description in Trello.
- Ryan
 - Followed the AR tutorial video to create a small demo program.
- Tyler
 - Did Unity tutorials and brushed up on Unity skills.

November 17th

- Zach
 - Continued looking into vuforia and digging through the current code base.
- Ryan
 - Watched more tutorial videos for Unity and Vuforia.
- Andrew
 - Learned more Unity.
- Tyler
 - Worked on altering a previous Unity game to add AR elements.

*Everyone is kinda stuck doing the same thing of watching videos and creating small AR projects until we gain access to the sandbox. Unfortunately, gaining access is completely out of our control and we do not know when access will be granted.

November 24th

- Zach
 - Worked on and finished the design review presentation
- Andrew
 - Worked on and finished the design review presentation
- Tyler
 - Converted unity project to older version of unity and got it working with AR
- Ryan
 - Watched more videos for Unity and Vuforia