Sprint 3

Sprint goal

The goal for this sprint is to obtain the hardware needed for testing the software and 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.

Product log

- Obtain the needed hardware (at least the projector and kinect).
- 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

There is quite a lot to do for this sprint, so everyone will work evenly on both the UI and the terrain loading/saving system. Zach will obtain the needed hardware

Scrum record

<u>January 28th</u>

- Zach
    - Obtained the kinect and the projector
    - Set up a space for testing the current state of the program
    - Learned how to calibrate the system
    - Recorded the demo for the project status presentation
- Tyler
    - Updated the UI to be more user friendly
    - Continued to explore the code to find what we can leverage
    - Worked on the project status presentation
- Andrew
    - Looked into heightmap formats and did research on importing them into Unity
    - Worked on the project status presentation
- Ryan
    - Worked on the project status presentation

<u>February 4th</u>

This week was kind of a bust. We were supposed to move the sandbox to somebody's house to begin development. However, the day before moving we got approval to use a room in Kearney to work on the sandbox. We have been waiting to get the go ahead to move the sandbox and begin development. Unfortunately, this means instead of starting development this week, we will have to wait until next week.

February 11th

Finally gained a spot in Kearney, moving the sandbox tomorrow. This means we will be able to actually begin development for our next sprint. Unfortunately, this means we have an extremely limited amount of time and will not be able to implement all the intended features.