Sprint goal

The goal for this sprint is to implement the loading terrain feature. The UI for accomplishing this has already been completed. This means we only need to add the backend for how the user provided heightmap image will be converted to a Unity terrain object and then compared to the current terrain.

Product log
- Successfully take in user provided heightmap (may need to add UI options that allows the user to define certain settings, not sure yet).
- Transform heightmap into Unity terrain object.
- Compare desired terrain to current terrain and create a third terrain that shows what needs to be changed.

Member task

Tyler is taking lead for all the technical aspects of this sprint. Zach and Andrew will focus on the big ideas of how to implement. Tyler will take what Zach and Andrew come up with and figure out how to make it work within Unity and C#. If Tyler needs help figuring out how to make certain aspects work from a technical standpoint, Zach and Andrew will assist through performing research online.

Scrum record

<u>April 1st</u>
- This week, we reconnected and took record of where we left off on the project.
- We also made a plan and timeline for this sprint.

<u>April 8th</u>
- Zach
    - Calculated the math on how to create the "change" texture based on the desired and current textures.
    - Did research into TIFF format and found that it cannot be done in Unity.
- Tyler
    - Discovered that the TIFF format cannot be used in Unity.
    - Fixed some issues with the machine used to run the program.
    - Worked on recoloring the terrain based on whether it needs to be raised or lowered. Does not currently work but should be decently straightforward to fix now.
- Andrew
    - Performed research about the TIFF format.

<u>April 15th</u>

- Zach
    - Wrote the code to import raw and png heightmaps into a texture. Now we just need to connect the created texture to the code that changes the current terrain color to show how it needs to be altered to create the desired terrain.
- Tyler
    - Gave advice on how to import png heightmaps.
    - Debugged the code for recoloring.
- Andrew
    - Updated the GitHub repo with the most up to date code.