



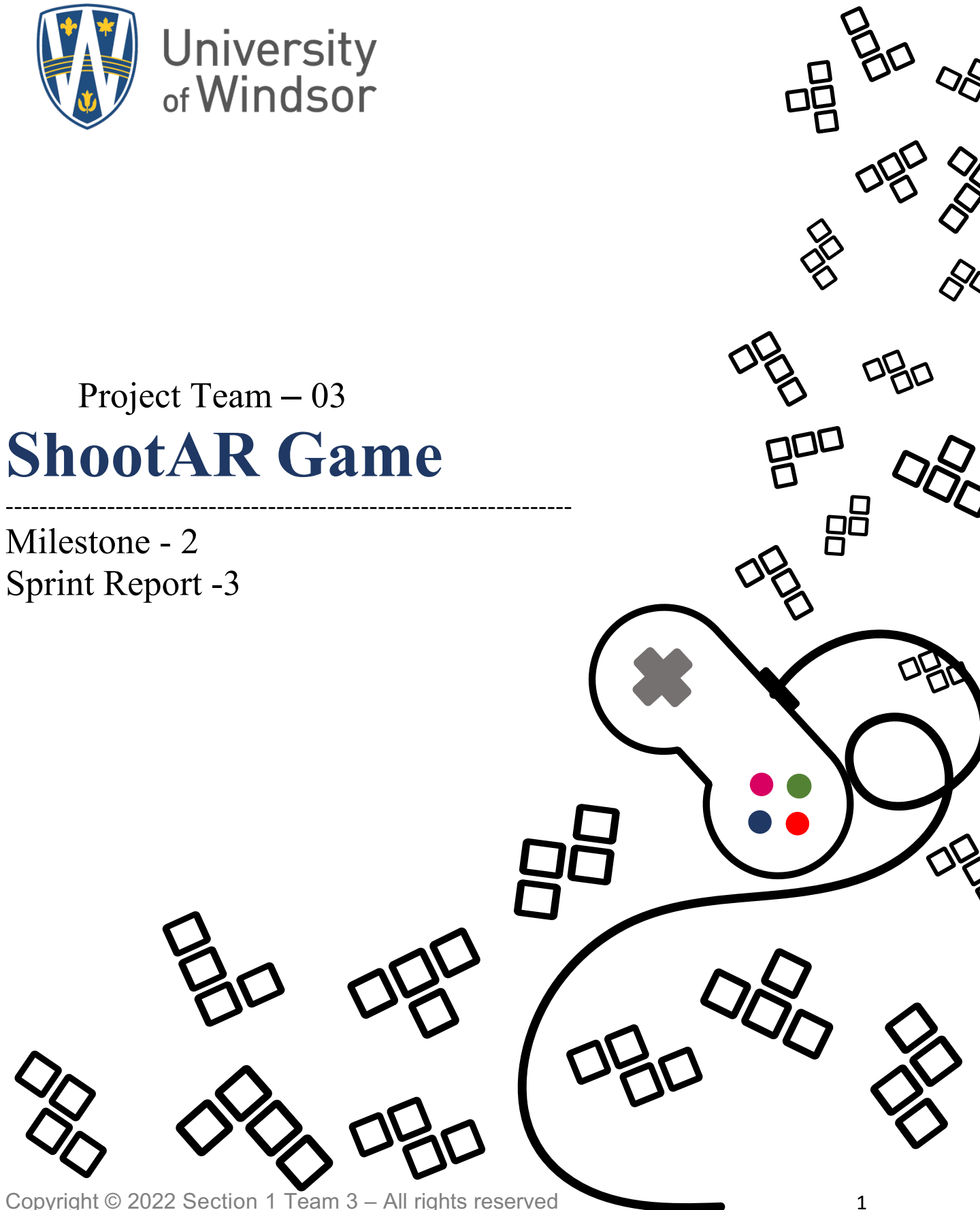
University
of Windsor

Project Team – 03

ShootAR Game

Milestone - 2

Sprint Report -3





Object:

Document Title
ShootAR Sprint Report – 3 (Milestone-2)

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State : **Milestone-2**



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ShootAR Sprint Report – 3 (Milestone 2)

1. Sprint Objective

The main purpose of this sprint is to test the warmup page and level – 1 of the game.
Bugs found while testing the game will be solved in this sprint.

2. Tasks

Each team member has been handed Jira tickets. In this way, the team works on various aspects of the project. Each task had a priority level assigned to it, and it was completed in that order.

3. Provisional Planning

Task Id	Task Name	Expected Start Date	Expected End Date	Expected Duration	Task Dependencies	Expected Assignee
CP8117 P13-89	Testing for warm up page	16-03-2022	16-03-2022	1 day	Development of warmup page	Sricharan Apparayach eruvu
CP8117 P13-88	Testing for Game Level - 1	17-03-2022	17-03-2022	1 day	Development of game level - 1	Varnita Sharma
CP8117 P13-90	Solving Bugs	18-03-2022	21-03-2022	4 days	Testing of warm up page and Level - 1	Srinivas Peddada
CP8117 P13-90 (Sub-task)	Camera Inverted in Augmented Reality Feature	18-03-2022	18-03-2022	1 day	Development of AR feature	Srinivas Peddada



CP8117 P13-90 (Sub-task)	Level Transition trigger failed	19-03-2022	19-03-2022	1 day	Development of warmup and level - 1	Srinivas Peddada
CP8117 P13-90 (Sub-task)	Timer not ending when level is complete	20-03-2022	20-03-2022	1 day	Development of Timer	Srinivas Peddada
CP8117 P13-90 (Sub-task)	Some 3D models in AR moving in random directions	21-03-2022	21-03-2022	1 day	Designing graphics and 3D models	Srinivas Peddada

4. Effective Planning

Task Id	Original Task	Effective Start Date	Effective End Date	Effective Duration	Task Dependencies	Effective Assignee
CP8117 P13-89	Testing for warm up page	16-03-2022	16-03-2022	1 day	Development of warmup page	Sricharan Apparayachervu
CP8117 P13-88	Testing for Game Level - 1	17-03-2022	17-03-2022	1 day	Development of game level - 1	Varnita Sharma
CP8117 P13-90	Solving Bugs	18-03-2022	21-03-2022	4 days	Testing of warm up page and Level - 1	Srinivas Peddada



CP8117 P13-90 (Sub-task)	Camera Inverted in Augmented Reality Feature	18-03-2022	18-03-2022	1 day	Developm ent of AR feature	Srinivas Peddada
CP8117 P13-90 (Sub-task)	Level Transition trigger failed	19-03-2022	19-03-2022	1 day	Developm ent of warmup and level - 1	Srinivas Peddada
CP8117 P13-90 (Sub-task)	Timer not ending when level is complete	20-03-2022	20-03-2022	1 day	Developm ent of Timer	Srinivas Peddada
CP8117 P13-90 (Sub-task)	Some 3D models in AR moving in random directions	21-03-2022	21-03-2022	1 day	Designing graphics and 3D models	Srinivas Peddada

5. Review

All members of the team gather in a formal meeting to discuss the duties that have been done. They try to figure out whether there are any further changes that need to be made. During a formal meeting with the client, the team can demonstrate the project's execution and additions.

6. Retrospective Analysis

When the sprint is finished, the team discusses the issues they encountered and the tasks they completed. This makes it easier for the team to spot and fix flaws in future sprints.