Sprint 3 Report | Trace.js
Team Tracejs | 3/10/15

Actions to stop

There are very few things that our group needs to stop. Now that the project is finished, we would probably need to stop that. But in all honesty, our group had very little problems. If anything, we could stop procrastinating on work, but the way things were planned out, it would have little effect.

Actions to start

Our group now needs to start finalizing the documentation and create a final presentation. This means working more on google documents and collaborative items, like charts and possible posters.

Actions to continue

Our group needs to continue to work diligently and smartly. There are only a few days left of class, so we need to focus on our end goal and get it done before studying for other classes starts to be a main team focus.

Work completed	Work not completed
(2) As a user, I want to be able to specify the type of light in our scene so that I have more options for how I view a scene. (Shahar)	(2) As a user, I want to be able to turn shadows on and off so that I can trace scenes with or without shadows.
(2) As a user, I want to be able to specify the type of surface objects in the scene have so that I have more options for how a scene is viewed. (Shahar)	
(2) As a user, I want to be able to specify the Camera viewing method so that I have options for how I view a scene. (Shahar)	
(1) As a user, I want to be able to save a scene in a known image format to my	

computer so that I can view it later. (Shahar)	
(3)As a developer, I want a Reflective class that extends Phong Material so that we can have reflective objects. (Chris)	
(3) As a developer, I want a Whitted class that extends Tracer so that we can implement whitted ray tracing. (Chris)	
(2) As a user, I want to be able to add a GeometricObject to a scene. (Shahar)	
(2) As a user, I want to be able to visit a public web page with Trace.js so that I can build and trace a scene. (Shahar)	
(1) Bug : Changing colors on background, objects, and lights causes wrong colors to be applied ~ Desired behavior : Correct colors are applied (Shahar)	
(3)As a developer. I want to implement shadow casting in existing hit points so that scenes can contain shadows. (Chris)	
(5) As a developer, I want a Plane class that extends GeometricObject so that we can specify Planar shapes in a scene. (Katherine)	
(5) As a developer, I want a Triangle class that extends GeometricObject so that we can specify Triangle shapes in a scene. (John)	
(5) As a developer, I want a Torus class that extends GeometricObject so that we can specify Torus shapes in a scene. (Steven)	

Work completion rate

During our previous sprint, out group completed a total of **sixteen** user stories, while failing to complete five, which were mostly UI tasks. This work took an

estimated 55 hours over the course of ten days. Roughly 1.6 user stories per day were completed during the last sprint.

For Sprint 3, out group completed a total of **thirteen** user stories, while failing to complete only one. This work took an estimated 40 hours over the course of fifteen days. Roughly one user story per day was completed during Sprint 3. Through Sprint 1, 2, and 3, each day accounts for about 5 hours of work per day. With this figure, and the approximate one user stories completed per day, the average user story is completed in about 5 hours of actual work time.