Sprint 2 Report | Trace.js
Team Tracejs | 2/19/15

Actions to stop

There are very few things that our group needs to stop. Perhaps we need to stop testing our application the same way. As it grows in complexity, unit tests are harder and harder to write for some of the more complex classes, so we will need to rethink how our group writes tests.

Actions to start

Our group needs to start integrating back-end features and options into our front end webpage. We need to start writing interfaces so a user can add custom shapes to the scene, change colors, and backgrounds. Just general customization options, which will make our project look more professional and provide good functionality.

Actions to continue

Working independently. Our group has no problem working independently on all aspects of the project from coding to documentation. None of us need any nagging to get work done, we all take it upon ourselves to provide as much value and work as we can. There are no conflicts or problems, and everyone gets along with each other.

Work completed	Work not completed
(5) As a developer, I want a Light base-class so that I have an interface for which all Lights adhere.(John)	(3) As a developer, I want a Whitted class that extends Tracer so that we can implement whitted ray tracing.
(5) As a developer, I want a BRDF base-class so that I have an interface for which all BRDFs adhere too.(Katherine)	(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.

(3) As a developer, I want a MultiJittered class that extends Sampler so that we can have Multi Jittered sampling.(Shahar)	(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.
(3) As a developer, I want a Lambertian class that extends BRDF so that I can do lambertian reflection on a surface.(Chris)	(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.
(3) As a developer, I want a Matte class that extends Material so that objects can have matte shading (e.g. pure diffuse).(Chris)	(2) As a user, I want to be able to specify the BRDF used on a surface so that I have more control over the reflection in the final image.
(3) As a developer, I want a Phong class that extends Material so that objects can have phong shading (e.g. ambient + diffuse + specular).(Chris)	
(3) As developer, I want a Pinhole class that extends Camera so that I can view images under perspective projection(Steven)	
(5)As a developer I want a Camera base-class so that I have an interface for which all Cameras adhere too. (Steven)	
(3) As a developer, I want a GlossySpecular class that extends BRDF so that I can do glossy specular reflection on a surface. (Chris)	
(3) As a developer, I want a PerfectSpecular class that extends BRDF so that I can do perfect specular reflection on a surface.(Chris)	

Work completion rate

During our previous sprint, our group completed a total of **nine** user stories. This work took an estimated 40 hours over the course of 9 days. This means about one user story a day was completed.

For Sprint 2, our group completed a total of **ten** user stories, while failing to complete five, which were mostly UI tasks. This work took an estimated 45 hours

over the course of ten days. Roughly one user story per day was completed during Sprint 2, similar to the past Sprint. Through Sprint 1 and Sprint two, each day accounts for around 4.5 hours of work per day. With this figure, and the approximate one user story completed a day, the average user store is completed in about 4.5 hours of actual work time.