

Sprint 1 Report | Trace.js

Team Tracejs | 2/10/15

Actions to stop

There are few actions to stop, but perhaps getting status reports submitted correctly and on time at the end of each week. A few were missing on the last week of the sprint, but there may have been some confusion about the process in general that will hopefully clear up.

Actions to start

Our group should start to think about user interaction and user interface concerns by the end of this project. Currently, we are focused on laying the foundational features of the ray tracer before focusing on the visual aspect of the project. I think we will be nearing a point soon where user interface concerns and functions will need to be added to our scum board.

Actions to continue

Good communication and ownership of user stories. Everyone has been able to complete their tasks and real progress has been made in the project. Our group should continue to take initiative and get user stories completed. If we continue to do this well, we will be able to produce a well crafted, function project by the end of all our sprints.

<u>Work completed</u>	<u>Work not completed</u>
(3) As a developer, I want an RGBColor Class so that I can color objects (Steven)	<i>See sprint 2 plan</i>
(3) As a developer, I want a Ray class so that I can programmatically trace ray (John)	
(3) As a developer, I want a ViewPlane class so that I have a representation for the final	

ray traced image. (Shahar)	
(6) As a developer, I want point and vector classes so that I can create mathematical representations of points, vectors, and normals in a 3D scene. (Chris)	
(5) As a developer, I want geometric shape classes so that I have an interface for which all geometric shapes and a representation of Spheres in a 3D scene. (Chris)	
(5) As a developer, I want a ShadeRec class so that I can record shading information in ray-object intersections easily. (Katherine)	
(5) As a developer, I want a simple geometric tracer classes so that I have an interface for all tracers in a scene and implement simple sphere tracing capability. (Steven)	
(3) As a developer, I want a World class so that I have a simple way to represent all the objects in a given scene.(Shahar)	
(3) As a user, I want to visit a web page and see an orthographic ray-traced sphere so that I know the ray tracer is working properly. (Shahar)	

Work completion rate

During our first 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. This effort allowed our team to successfully deliver a working product at the end of the first sprint, meeting the goal set at the beginning of the sprint.