# Sprint 1 – Initial Setup 13/02/2019 – 13/02/2019

# Abstract

The purpose of this sprint is to download the required software for the development of the Procedural Terrain Generation. The project is going to be backed up in GitHub. Git is a version control and source code management. At the end of this sprint the project should be ready for development.

# Research

During this sprint the author searched for everything that needed for creating this project.

The necessary programs that are going to be used for the development of the procedural terrain generation are the following:

## Unity Engine

Update for the latest possible version of Unity before starting the project (Ver. 2018.3.3f1). The Unity engine is responsible for rendering the 3D graphics of the terrain.

## Visual Studio

Preferred IDE by the author for programming.

## Gantt Project

The program responsible to create the Gantt chart

At the end when everything was downloaded, the author created a Unity project, script folder and a sprint folder, where each sprint is going to have an individual word document. When all of this was created the author pushed all the documents to Git.

# Sprint Review

The sprint was a success, nothing was challenging on this sprint, it involved only on the creation of a project and pushing the content to a git repository.

# WBS

1. Download all the chosen Software (70%) (3.5 hours)
2. Create a Git repository for the final major project (8%) (0.4 hours)
3. Create the Unity Project (6%) (0.3 hours)
4. Create the necessary project folders (8%) (0.4 hours)
5. Push the project to git (8%) (0.4 hours)