

Sponsored by



OGC API – Tiles Sprint

Day 1

23rd April 2020



Welcome



- What is an OGC Sprint?
 - A collaborative and inclusive event driven by innovative and rapid programming with minimum process and organization constraints to support the development of new applications and open standards.
- Objectives of the OGC API Tiles Sprint
 - Develop implementations of OGC API Tiles
 - Test implementations of OGC API Tiles (including those from VTP2)
 - Provide feedback on the specification



Housekeeping



- 1. Keep your camera off at all times.
- 2. Only switch your microphone on when speaking.
- 3. Follow the chair/facilitator's guidance.
- 4. Say your name before speaking...
 - "Hi, this is Gobe..."



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09:00-09:15	Welcome & objectives 💥	Gobe and Michael
09:15-10:00	 Demonstration from VTP2 :: Clemens Portele (Interactive Instruments) Jérôme Jacovella-St-Louis (Ecere) Antonio Correas (Skymantics) 	Facilitator: Gobe
10:00-10:15	Sprint programme & way of working	Gobe
Break		
10:30-13:00	Practical work & lunch	
13:00-13:30	Map Tiles Group telecon - outputs: issues / concerns	Facilitator: Joan
13:30-14:00	Vector Tiles Group telecon - outputs: issues / concerns	Facilitator: Michael
14:00-14:30	All-hands telecon: issues / concerns 💥	All in the same telecon for Core/Common topics. Facilitator: Gobe
14:30-16:30	Practical work	including editorial group
16:30-17:30	"Stand up" 🔀	Facilitator: Peter



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09:00-09:30	Re-group - a short stand-up 🔀	Facilitator: Gobe
Break		
10:00-12:00	Practical work	
12:00-13:00	Stand up 💥	Facilitator: Clara and Peter
13:00-15:00	Lunch & practical work	
15:00-16:00	Demonstrations & open forum 🔀	Facilitator: Peter
16:00-16:45	Wrap-up 1: immediate lessons & next steps 🔀	Joan
16:45-17:00	Wrap-up 2: thanks, goodbyes 🔀	Gobe





Sponsor's Welcome Remarks



Ways of Working

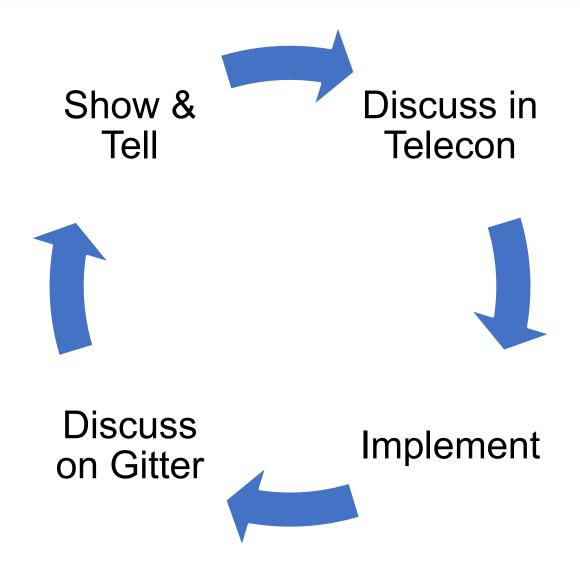


- Participants are welcome to bring partial or complete implementations of servers or clients to support the sprint.
- Participants will have the opportunity to experiment with parts of the specification and develop working services.
- This development can either be done with:
 - source data that participants bring to the event themselves, or
 - source data made available by Ordnance Survey, such as OS Open ZoomStack.



Sprint Cycle







Logistics



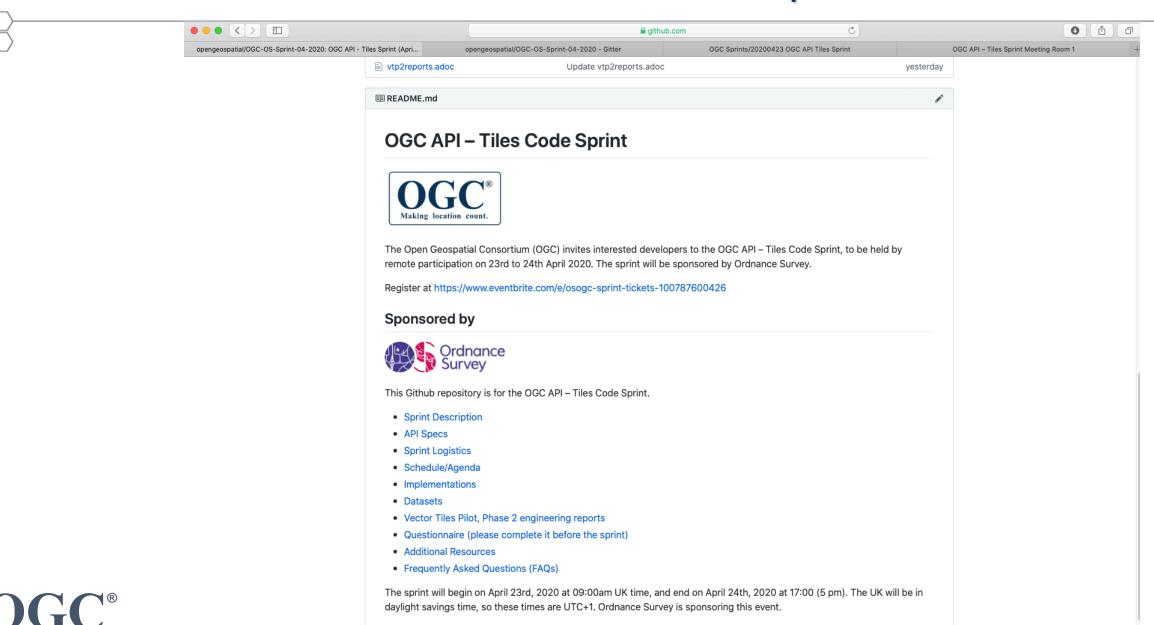
- Gotomeeting
 - Link to be provided to registered participants only.
- Gitter
 - https://gitter.im/opengeospatial/OGC-OS-Sprint-04-2020
- GitHub
 - Public repo https://github.com/opengeospatial/OGC-OS-Sprint-04-2020
 - OGC API Tiles issues https://github.com/opengeospatial/OGC-API-Tiles/issues

2020-04-Sprint

Other Sprint issues https://github.com/opengeospatial/OGC-OS-Sprint-04-2020/issues



What's on the Github Repo?



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