

# Sprint Plan 1

**Product Name:** VectorKart

**Team:** Calvin Owen, Yesenia Puga, Brian Chung, Gobe Fang, Gabriel Cardozo, Shauna Mahoney

**Sprint Completion:** Monday, 7/8/24

**Revision:** Initial - Sunday, 6/30/24

## High-Level Goals:

- Introduce and review the tools we will be using, clear initial spikes and infrastructure
- Get basic graphics and logic as proof of concept

## User Stories/Tasks:

1. As a student, I want to visualize velocity and acceleration because I'm having a hard time grasping this concept in my physics class. (5 SP)
  - a. Render triangles in 3D space
  - b. Vector addition logic → connect triangles to each other as vectors
    - i. Vector class
2. As a teacher, I want to show students real world applications of vectors because students always ask "when will this concept be used in the real world?" (5 SP)
  - a. Parsing and rendering OBJs in WebGL (texturing comes later)
  - b. GameObject transform logic
  - c. player Car control (Movement)
3. Setup Spike (2 hr)
  - a. Setup dev env
  - b. GitHub repo

## Team Roles:

- Scrum Master: Gobe
- Product Owner: Gabe
- Developer Team: Everyone else

## Initial Task Assignment:

- Yesenia Puga: Movement of Cars(Not including the actual vectors on the screen)
- Gobe Fang: map setup
- Calvin/Brian: Engine development/interface setup
- Shauna: Rendering vectors
- Gabe: Render OBJs

## Scrum Times:

- Monday 7/1: 3pm-
- Tuesday 7/2: 11-11:45am (with TA)
- Thursday 7/4: 11-11:45am (with TA)

## Burnup Chart

### VectorKart Sprint Burnup Chart

Sprint 1 (7/1-7/7)

