# Redefining the Use of
# Augmented Reality

## Sprint Information

Sprint One
24 August 2015

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## Sprint Dates

**Start Date:**   24 August 2015
**End Date:**   6 September 2015

## Sprint Overview

Sprint One focuses on retrieving, delegating and displaying device location and heading information, as per Luminary's request. A significant portion of Sprint One will be spent learning development techniques required for Unity plugin development.

## Sprint Scope

| Title | Priority | Story Points |
|---|---|---|
| US 1: Retrieve location updates | High | 3 |
| US 2: Display current location | High | 2 |
| US 14: Retrieve device direction (heading) updates | High | 5 |
| US 15: Display the device's direction (heading) | High | 3 |
| | Total | 13 |

## Outstanding Product Backlog

| Title | Priority | Story Points |
|---|---|---|
| US 3: Establish a connection | Low | 5 |
| US 4: Load test nodes | Low | 3 |
| US 5: Add test nodes to local database | Low | 5 |
| US 6: Determine the distance of a node | High | 2 |
| US 7: Determine the direction (heading) of a node | High | 3 |
| US 8: Display a list of locally-stored nodes | Medium | 2 |
| US 9: Filter nodes by a given distance parameter | High | 2 |
| US 10: Display nodes within a given distance parameter | Medium | 2 |
| US 11: Modify a locally stored node | Low | 2 |
| US 12: Remove a locally stored node | Low | 2 |
| US 13: Insert a new node | Low | 2 |
| US 16: Maintain a debug log | High | 3 |
| | Total | 33 |

**Note:** One story point = one hour of development. Additional hours may be used for testing.