

# Unity Optics

## Sprint 2 Plan

Team Unity  
Sprint Completion Date: 7/23/2019  
Revision 1: 7/16/2019  
University of California, Santa Cruz

July 17, 2019

## 1 High Level Goals

The high level goals of this week are to merge all of our separate code bases into a single module that performs all necessary actions our product intended to. These include: running a Unity game demo where players interact with "advertisements", uploading the collected telemetry to an online database through Firebase, and having the analytical visualizations be displayed on a website for clients.

## 2 Task Listing

Belows are the tasks for each team member organized by user story.

### 2.1 User Story 1

As a game developer I want to compare the effectiveness of multiple advertisements in order to choose which are the most efficient.

- Task 1: Update existing JSON data files instead of creating new ones each time the Unity demo is ran.
- Task 2: Integrate Firestore scripts on website in order to access data from multiple objects in the Unity game.

## 2.2 User Story 2

As a game developer, I want to have access to a data of game telemetry in order to visualize an ad's effectiveness.

- Task 1: Create comparable visualizations for multiple advertisements using data collected so far.
- Task 2: Merge website code base and visualization code.

## 2.3 User Story 3

As an advertiser, I want to have a web platform to view the analytics of the data collected on my advertisements.

- Task 1: Create a "Refresh" button on website that will update the visualizations with newly acquired data.
- Task 2: Change naming system used for JSON files in order to facilitate updating existing files and updating visualizations (eliminating confusion between different members).

## 2.4 Miscellaneous Tasks

Consider that this is the final sprint for this product, there are many managerial tasks that must be completed in order for the product to be finished. These include

- Task 1: Finish writing comprehensive documentation of the product.
- Task 2: Create a final presentation for the product that showcases what
- Task 3: Write unit tests for Unity Demo
- Task 4: Write unit tests for website (downloading data from Firebase, creating visualizations and automatically updated website)

### **3 Team Roles**

- Matthew Rhea: Product Owner, Developer
- Shealtiel Mulder: Developer
- Minsu Jang: Scrum Master, Developer
- Boaqing Xie: Developer
- Ninghao He: Developer

### **4 Initial Task Assignments**

- Minsu Jang: User Story 1, Task 1
- Shealtiel Mulder: User Story 2, Task 1
- Baoqing Xie: User Story 2, Task 2
- Ninghao he: User Story 3. Task 2
- Matthew Rhea: Miscellaneous Tasks; User Story 1, task 2

### **5 Initial Burnup Chart**

[To be updated at a later date]

### **6 Initial Scrum Board**

[See this on Trello]

### **7 Scrum Times**

Our Scrum times throughout the week:

- Mondays at 1:30PM until 3:30PM.
- Tuesdays at 1:30 until 3:30PM.

- Wednesdays at 1:30PM until 3:30PM.
- Thursdays at 2:00pm until 4:00PM.

TA Meetings:

- Mondays at 3:30PM until 4:00PM.
- Thursdays at 3:15 until 3:45PM.