

Unity Optics

Sprint 1 Report

Team Unity
University of California, Santa Cruz

July 8, 2019

1 Actions to Stop Doing

After the final meeting of the first sprint, we decided that we needed to stop having few, individual tasks for the project. because team members felt that there was not enough work for them to do, we decided to expand the scope of the project to encompass more than previously expected.

2 Actions to Start Doing

In order to improve our development process, we separate tasks into meaningful, substantial projects for one or two members each to work on that complement each otehr project. We also should be more accurate at estimating the amount of work per task. During the development process we came across multiple parts of the project that we felt would take a long time, but turned out to be very quick to implement. Similarly, parts that we felt were going to take only a small amount of time were much more difficult.

3 Actions ot Keep Doing

Our team is going to continue meeting as often as we have been throughout the week (at least four days of the week). Also, we are going to continue making tasks that complement each other and allow team members to have important parts of the project to work on.

4 Work Progress

Completed User Stories:

1. As a game developer I want to know when an advertisement is within a player's view so I know playrers can see the ad.
2. As a game developer I want to track how much time is spent watching an advertisement in-game so I know if players are engaged by the ad.
3. As a game developer I want to track the distance to the advertisement and angle from center of the player's view to the ad so I can imitate eye tracking.
4. As a game developer I want to marshal this data into a file so I can retrieve it later.
5. As a game developer I want to visualize and display my data on the web.

There we no incomplete user stories for the first sprint.

5 Work Completion Rate

Overall, we completed every user story for sprint 1. Additionally, the estimated ideal work hours ended up being less for each user story except for user story 4 (marshalling data into a file so it is retrievable later). Specifically, a task for this user story was implementing Firebase on top of this JSON formatted file. We were able to connect the database to Unity, but it took much longer than expected.

We spent 5 days of the previous sprint week working on the project.