Unity Optics
Sprint 3 Plan

Team Unity
Sprint Completition Date: 7/23/2019
Revision 2: 7/20/2019
University of California, Santa Cruz

July 20, 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 visualizaitions 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 [8]

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. [4]

- Task 2: Integrate Firestore scripts on website in order to access data from multiple objects in the Unity game. [4]

2.2 User Story 2 [4]

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. **[2]**

- Task 2: Merge website code base and visualization code. **[2]**

2.3 User Story 3 [6]

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. **[3]**

- Task 2: Change naming system used for JSON files in order to facilitate updating existing files and updating visualizations (eliminating confusion between different members). **[3]**

2.4 Miscellaneous Tasks [8]

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. **[2]**

- Task 2: Create a final presentation for the product **[2]**

- Task 3: Write unit tests for Unity Demo **[2]**

- Task 4:Write unit tests for website (downloading data from Firebase, creating visualizations and automatically updated website) **[2]**

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

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.

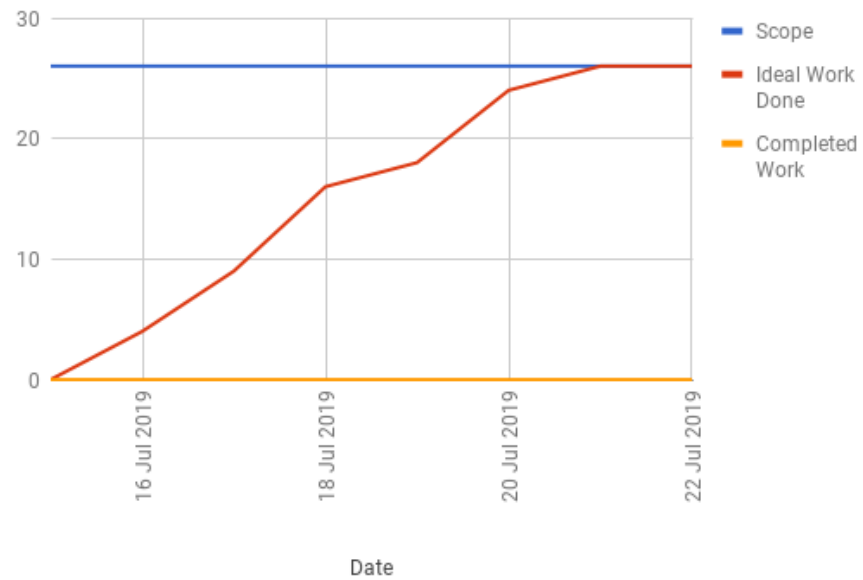- Wednesdays at 1:30PM until 3:30PM.

Burn-up

Figure 1: *Initial Burn-Up Chart*

- Thursdays at 2:00pm until 4:00PM.

TA Meetings:

- Mondays at 3:30PM until 4:00PM.

- Thursdays at 3:15 until 3:45PM.