

Sprint 2 Report
Reagan's Renderers
Interactive Volume Renderer
11/4/2013
Revision 1

Actions to stop doing:

Stop giving inaccurate time estimates of tasks and user stories so that we can better allocate time. Stop getting off track sometimes during scrum meetings.

Actions to start doing:

We should start playing planning poker more often to help give better time estimates. We should also start doing a better job of updating the scrum board and burnup chart. We should start better organizing our tasks by user story on the scrum board so that we can clearly see how tasks are related.

Actions to keep doing:

Everybody should keep up their stellar attendance of scrum meetings. We should continue to update the scrum board regularly, but do it better. We should continue being in close contact with the product owner, Alex.

Work completed/not completed:

Completed:

As a developer, I need to include a user manual with my software so that users will have a reference guide (5)

Alex contact the yt development team.(3)

Have everyone on the team access the yt code through bit bucket.(3 each)

As an astrophysicist I would like to be able to view volumes generated in yt so that I can interact with my data.

Create a basic octree renderer. (Alex, Nick, John, 6 hours each)

Not Completed:

As a developer I need to understand the existing method of developing within the yt project so that I can implement OpenGL calls within yt. (21) --

Task 0: Parse thru blenders.py, create_spline.py, setup.py and transfer_functions.py-- 3hrs (per person)

Task 1: Make list of relevant subroutines -- 1hr (per person)

Task 2: Order subroutines by relevance to our project and how well you can understand them -- 3hrs (per person)

It turns out that all of the yt modules that Conor, Nathan, and Nolan were going to parse through were broken, so we decided to abandon this original user story.

Create yt structure tree

Work completion rate:

33/40