Release Plan
Astrophysics Visualizer
Westside Renderers
Final Draft for 10/23

High Level Goals: Provide support and software modules for the Astrophysics Visualization projects.

User Stories For Release:

Sprint 1:

In my work as an astrophysicist, WaveFront Object files (.obj) are often used to store three dimensional data. An output parser (binary) would allow my colleagues and I to easily visualization data saved in this format. -- 13

Sprint2:

In my work as an astrophysicist, I would like to implement interactive GPU volume rendering and understand how it could be incorporated into the yt-project. ---30

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

Sprint 3:

In my work as an astrophysicist, I would like to visualize astrophysical phenomena in stereoscopic 3D on a 3D TV -- 40

Product Backlog:

As an astrophysicist, I would like Kinect Input for Physics Projects so I can use the Kinect to interface with physics data -- 20

As an astrophysicist, I would Zspace Input for Physics Projects so I can use the Zspace to interface with physical data -- 40

As an astrophysicist, I would like to view Text in the Visualized Astrophysics Projects so we can put important info into the Visualizer -- 13

As an astrophysicist, I would like a Video Streamer/Socket Server and Client in order to view visualizations generated by a supercomputer on a client node -- 13

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 – 6

As an astrophysicist I would like to be able to view volumes generated in yt so that I can interact with my data. -- 20