Sprint 3 Plan
Astrophysics Visualizer
Reagan's Renderers
Revision 1

Goal: Implement interactive GPU volume rendering and understand how it could be incorporated into yt as a module.

Task Listing, organized by user story:
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: Create yt structure tree -- 6hrs
Task 1: Test transfer function --3 hrs each
Task 2: Test yt clumping --4 hrs
Task 3: Fix yt modules -- split into subtasks for others

As an astrophysicist I would like to be able to view volumes generated in yt so that I can interact with my data.--21

Task 0: Create a simple volume renderer (Possibly from nVidia example)
-- 6hr
Task 1: Integrate volume renderer with yt -- 4hrs (dependent on python modules)
Task 2: Work with VirtualGL to try and optimize video streaming -- 4hrs

As a tester, I need to be able to be able to functionally test a module I have been working on. --13

Task 0:

Team Roles:
● Alex: Product owner
● Conor: Team Developer
● Nathan: Team developer / Scrum Master
● John: Team developer / OpenGL specialist
● Nolan: Team developer
● Nick: Team developer / Scrum Master

Initial Task Assignment:

- Alex:
- Nolan: Test / Research Transfer function
- Nathan: Test / Research Transfer function
- Nick: Work on CUDA volume rendering
- John: Work on Python/C Interface
- Conor: Test yt clumping

Scrum times:
Mondays 12:00 pm
Thursdays 12:00 pm
Fridays 1:30 pm --With Linda

Burnup Chart: