

Sprint 1 Report
Reagan's Renderer's
Interactive Volume Renderer
10/18/2013
Revision 1

Actions to stop doing:

Stop showing up late to Scrum meetings because it messes with everyone's schedules. Stop grossly underestimating the time it takes to complete tasks so we can get a grasp for how long the project tasks will take and plan accordingly.

Actions to start doing:

Get yt working on everybody's computers. Get familiar with yt and python scripts. Start parsing through yt's code to determine what functions can be optimized for OpenGL.

Actions to keep doing:

Nolan, Nathan, and Conor should continue to familiarize themselves and get comfortable with OpenGL. John is doing a great job mentoring the OpenGL learning process.

Work completed/not completed:

Spent most of the time learning the frameworks specified by the product owner. Also spent a great deal of time

Work completion rate:

Too early to say because we spent most of Sprint 1 really figuring out exactly what it was we are trying to do.