

Sprint 1 Plan
Astrophysics Visualizer
Reagan's Renderers

Goal: Have a working object file parser, binary output, and renderer to properly view the data.

Task Listing, organized by user story:

As an astrophysicist an easy to use WaveFront Object Parser/ Binary output so that I can easily view data visualizations from WaveFront Object files -- 13

Task 0: Learn OpenGL -- 20hrs

Task 1: Port to QT -- 10hrs

Task 2: Obj parser -- 8hrs

Task 3: Obj binary -- 10hrs

Task 4: Obj renderer/shader -- 12hrs

Team Roles:

- Alex - product owner
- Conor - scrum master
- Nathan - Team developer
- John - Team developer / OpenGL specialist
- Nolan - Team developer
- Nick - Team developer

Initial Task Assignment:

- John is going to get people up to speed on OpenGL and also see if QT is a viable platform for development. (Task 1)
- Nick is going to do the object renderer/shader (Task 4)
- Nathan, Nolan and Conor are going to learn OpenGL, possibly flex or haskell parser for obj files and output to binary (Task 0, Task 2, Task 3)

Scrum times:

Tu/Th 11:50

Fri 1:00