

Sprint 3 Report
Reagan's Renderers
Interactive Astrophysics Visualizer
12/5/2013
Revision 1

Actions to stop doing: Stop underestimating the time it takes to complete user stories and tasks. Stop getting slightly off track during scrum meetings.

Actions to start doing: Start playing planning poker.

Actions to keep doing: Stay in close contact with Alex the product owner and with Matt Turk, the creator of yt. The next release might have the potential to be a standalone application fully integrated with yt.

Work completed/not completed:

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

Test transfer function -- 9

Get yt modules fixed by development team

Render Bolshoi data -- 4

Bind CUDA to Python -- 21

Test yt clumping -- 4 hrs

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

Create a simple volume renderer (Possibly from nVidia example) -- 6hr

Integrate volume renderer with yt -- 4hrs (dependent on python modules)

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

Not Completed:

Create yt structure tree -- 4

Octree format -- 1 (Waiting on yt)

Work with VirtualGL to try and optimize video streaming -- 4hrs

Work completion rate:

99/108