

# Schedule\_Sharan

S.No	Feature	Jira Ticket	Man Hours
1.	Interface Design with Bootstrap	<b>SHEEP-3</b> - Interface Design with Bootstrap <b>TO DO</b>	4
1a.	Create template for the whole website with navbar and other sections using BootStrap		
1b.	Create 3D space for the visualization		
1c.	Create Filter Controls section		
2.	Use Gyroscope readings to have angular movement at pivot	<b>SHEEP-6</b> - Use Gyroscope readings to have angular movement at pivot <b>TO DO</b>	12
2a.	Understand the gyroscope readings from RA and research how to implement pivotal movement		
2b.	Create a prototype of pivotal movement in the limbs		
2c.	Study the structure of sheep and implement pivot movements on the sheep body		
2d.	Work with translation and rotation consistency when the object(animal) is moving		
2e.	Work on implementing the movements dynamically from the data		
2f.	Implement the same for all other animals		