

Sprint Retrospective Document

Date: 6.11.2018

Project acronym: GRT

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Sprint 1 summary

Item ID (from the previous retrospective doc)	Workpackage ID (from the Kick-off doc)	Status	Group's comments
1	WP1	Complete	Though we will be doing an ongoing research in parallel with our implementations, we have completed the major research required for planning our project.

Sprint 2 plan

Item ID	Workpackage ID (from the Kick-off doc)	Description	Status
2	WP2	Write a parser that will extract scene information from Unity.	New
3	WP2	Implement a general purpose ray tracer for CPU in Unity.	New

Overall progress

	Sprint 1	Sprint 2	Sprint 3	Sprint 4	Sprint 5
MF1	0%				
MF2	0%				
MF3	0%				
MF4	0%				
MF5	0%				
MF6	0%				
MF7	0%				
MF8	0%				
MF9	0%				
MF10	0%				
MF11	0%				