# Sprint Retrospective Document

Date: 19.12.2018
Project acronym: GRT
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## Sprint 3 summary

| Item ID (from the previous retrospective doc) | Workpackage ID (from the Kick-off doc) | Status | Group's comments |
|---|---|---|---|
| 3 | WP2 | Complete | We have a working real-time CPU based ray tracer in Unity. |
| 4 | WP3 | In Progress | A ray tracer which finds coordinates of pixels according to camera information and sends rays in CUDA is implemented. |

## Sprint 4 plan

| Item ID | Workpackage ID (from the Kick-off doc) | Description | Status |
|---|---|---|---|
| 4 | WP3 | Transferring the implementation to work on GPU. (with CUDA) | Leftover from Sprint3 |
| 5 | WP4 | Implementation of simple bounding volume structure. | New |
| 6 | WP4 | Building the volume hierarchy tree. | New |
| 7 | WP4 | Implementation of the ray-volume intersection. | New |

# Overall progress

| | Sprint 1 | Sprint 2 | Sprint 3 | Sprint 4 | Sprint 5 |
|---|---|---|---|---|---|
| MF1 | 0% | 10% | 10% | | |
| MF2 | 0% | 50% | 70% | | |
| MF3 | 0% | 0% | 0% | | |
| MF4 | 0% | 0% | 0% | | |
| MF5 | 0% | 0% | 0% | | |
| MF6 | 0% | 0% | 0% | | |
| MF7 | 0% | 0% | 0% | | |
| MF8 | 0% | 0% | 0% | | |
| MF9 | 0% | 0% | 0% | | |
| MF10 | 0% | 0% | 10% | | |
| MF11 | 0% | 10% | 20% | | |