

Sprint Retrospective Document

Date: 09.01.2019

Project acronym: GRT

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Sprint 4 summary

Item ID (from the previous retrospect ive doc)	Workpackage ID (from the Kick-off doc)	Status	Group's comments
4	WP3	Complete	We have implemented a GPU based ray tracer in CUDA.
5	WP4	Complete	A simple bounding volume box is implemented.
6	WP4	In Progress	We are currently working on top of the simple bounding box structure to build a BVH tree .
7	WP4	In Progress	Needed formulas are found and implementation will start after BVH tree is implemented.

Sprint 5 plan

Item ID	Workpackage ID (from the Kick-off doc)	Description	Status
6	WP4	Building the volume hierarchy tree.	Leftover from Sprint4
7	WP4	Implementation of the ray-volume intersection.	Leftover from Sprint4

8	WP4	Implementation of a complete Bounding Volume Hierarchy (BVH) structure.	New
9	WP4	Integrating BVH structure into our CUDA ray tracer.	New

Overall progress

	Sprint 1	Sprint 2	Sprint 3	Sprint 4	Sprint 5
MF1	0%	10%	10%	50%	
MF2	0%	50%	70%	70%	
MF3	0%	0%	0%	0%	
MF4	0%	0%	0%	0%	
MF5	0%	0%	0%	30%	
MF6	0%	0%	0%	0%	
MF7	0%	0%	0%	0%	
MF8	0%	0%	0%	0%	
MF9	0%	0%	0%	0%	
MF10	0%	0%	10%	90%	
MF11	0%	10%	20%	30%	