Sprint Retrospective Document

Date: 20.02.2019
Project acronym: GRT
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Sprint 5 summary

Item ID (from the previous retrospective doc)	Workpackage ID (from the Kick-off doc)	Status	Group's comments
6	WP4	In Progress	A specific algorithm (AABB tree) is decided and the implementation has started.
7	WP4	In Progress	Will be done once we have completed the Task #6.
8	WP4	In Progress	Implementation will start after Task #6 and #7 are completed.
9	WP4	In Progress	Some research is made about how to merge BVH structure with CUDA.

Sprint 6 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.	Leftover from Sprint5
9	WP4	Integrating BVH structure into our CUDA ray tracer.	Leftover from Sprint5
10	WP4	Accessing the memory of GPU in Unity and passing the g-buffer addresses to CUDA.	New
11	WP4	Implementation of a Masking Algorithm to increase the performance.	New
12	WP4	Integrating CUDA ray tracer API with Unity.	New

Overall progress

	Sprint 1	Sprint 2	Sprint 3	Sprint 4	Sprint 5	Sprint 6	Sprint 7	Sprint 8	Sprint 9
MF1	0%	10%	10%	50%	50%				
MF2	0%	50%	70%	70%	70%				
MF3	0%	0%	0%	0%	0%				
MF4	0%	0%	0%	0%	0%				
MF5	0%	0%	0%	30%	35%				
MF6	0%	0%	0%	0%	0%				
MF7	0%	0%	0%	0%	0%				
MF8	0%	0%	0%	0%	0%				
MF9	0%	0%	0%	0%	0%				
MF10	0%	0%	10%	90%	90%				
MF11	0%	10%	20%	30%	30%				