

## SenseSmartRegion - Backlog #39

### How do we go on regarding AR?

11/08/2017 01:13 PM - Leif Häggmark

<b>Status:</b>	In Progress	<b>Start date:</b>	11/08/2017
<b>Priority:</b>	Normal	<b>Due date:</b>	03/28/2018
<b>Assignee:</b>	Christer Åhlund	<b>% Done:</b>	75%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
<b>Subtasks:</b>			
Feature # 48: Find out how we get someone that can work with AR			<b>Closed</b>
Feature # 57: Discuss with NorthKingdom			<b>Closed</b>
Feature # 58: Check if we can find thesis workers at "Interaction & Design" in Umeå			<b>Closed</b>
Feature # 59: Meet CGI and discuss how they can help			<b>Closed</b>
Feature # 60: Check with student in Luleå			<b>Closed</b>
Feature # 62: Check for thesis workers among the game developers			<b>Closed</b>
Feature # 68: Go on dicussing with CGI regarding their application and their demo			<b>In Progress</b>
Feature # 74: Ask for more Hololens GPS'es			<b>In Progress</b>

#### History

**#1 - 11/08/2017 01:27 PM - Leif Häggmark**

- Sprint changed from Product backlog to Sprint 18

**#2 - 12/15/2017 02:24 PM - Leif Häggmark**

- Sprint changed from Sprint 18 to Sprint 19

**#3 - 01/29/2018 03:30 PM - Leif Häggmark**

- Sprint changed from Sprint 19 to Sprint 20

**#4 - 02/20/2018 12:54 PM - Leif Häggmark**

- Sprint changed from Sprint 20 to Sprint 21

**#5 - 03/29/2018 11:01 AM - Leif Häggmark**

- Sprint changed from Sprint 21 to Sprint 22

**#6 - 04/26/2018 10:37 AM - Leif Häggmark**

- Sprint changed from Sprint 22 to Sprint 23

**#7 - 05/16/2018 11:19 AM - Leif Häggmark**

- Sprint changed from Sprint 23 to Sprint 24

**#8 - 06/14/2018 02:15 PM - Leif Häggmark**

- Sprint changed from Sprint 24 to Sprint 25