CMPT 371- Team 3 Triage Report

Triage Summary for Incremental Deliverable 5

Conducted on April 1st, 2017

Introduction

This report has been conducted for the middle of Incremental Deliverable 5 to summarize the status of all outstanding issues and create a prioritized list of tasks for the continuation of the project. We will also note the overall status of our issue tracking and solutions for the logged issues.

Outstanding Issues

Below is a listing of outstanding issues as of the end of ID5, in order from highest to lowest priority as tasks for the continuation of this project. The number represents the order in which they were logged in the Issue Tracking for Git Hub.

- **#117 Restore and close need a confirmation**
    - The restore and close functionality can be frustrating when accidentally pressed as it can cause lost work
    - This is a minor fix as we can simply add a confirmation dialogue

- **#116 Grabbing images that are small and closely grouped together need finetuning**
    - This issue occurs when the user resizes images to their smallest size
    - This may be difficult to fix, but is an annoyance and should have a higher priority

- **#119 Rotate zoom and filter do nothing**
    - This issue is due to predicted functionality that has not yet been implemented
    - The Rotate, Zoom, and Filter functions will likely not be implemented for the end of ID5, making this a trivial fix.
    - Just remove the buttons

- **#71 Need instructions/tutorial image for ceiling**
  - This is a trivial fix related to providing a quick reference for controls to the user

- **#52 Warnings in Cloud Build compilation**
  - These are various warnings that have come up during the project
  - Should be cleaned up as much as possible

- **#54 Unable to parse error YAML in Unity**
  - This issue is related to metadata in unity
  - Should be a trivial fix
  - Does not impede functionality of the system

- **#72 Quit button to ceiling/out of the way location**
  - This is a trivial fix
  - Based on user preferences

- **#46 Change positions of instantiated Copy Objects in Display.cs to prevent overlap**
  - This is a feature that would make managing copies much easier for the user
  - Not critical, but could improve the system

- **#76 Selector shows through tray**
  - This issue is a rendering setting with unity
  - Given the time, some changes may be made to the shaders involved
  - This is a minor issue, and will require a lot of time to fix

- **#99 Assertion failed on compare to approximate**
  - This appears to be an issue with one of the Oculus workstations
  - This has high severity, but low priority as it is not related to the functionality of the project

- **#90 Quaternion to matrix conversion Error**
  - This is another workstation-specific issue and thus receives a low priority

- **#101 App ID Error**
    - The Oculus Rift has not been registered to one account (due to multiple student users)
    - This is trivial and does not affect functionality

- **#114 Project comes up as "Default Company" in appdata**
    - This issue is related to the metadata in the project and has no effect on functionality
    - Receives a low priority because this will likely be changed by Luxsonic when they acquire the project

- **#81 Error "Blender not found"**
    - This issue is fixable by installing Blender on the machine, which is not a fix we can implement
    - This is specific to Unity, and has no effect on the functionality of the system

- **#82 Buttons clickable from behind**
    - This issue will not be fixed as it is unlikely to happen and has no adverse effects on the functionality of the system
    - Also, it's really difficult to fix

Overall Issue Status

Overall Issues Logged for Project
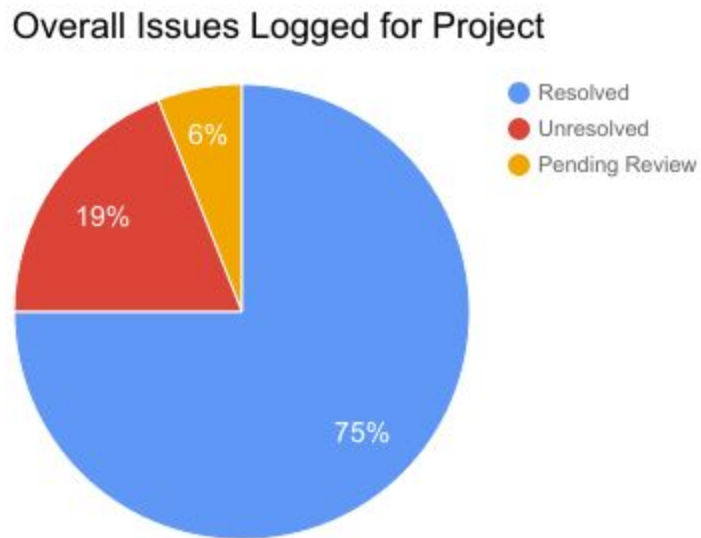
Fig 1: *Since the beginning of the project we have logged 100 issues, 75 of which have been resolved, 6 Pending Review, and 19 unresolved.*

Issues Logged for ID5

- Resolved
- Unresolved
- Pending Review

12.5%
25%
62.5%
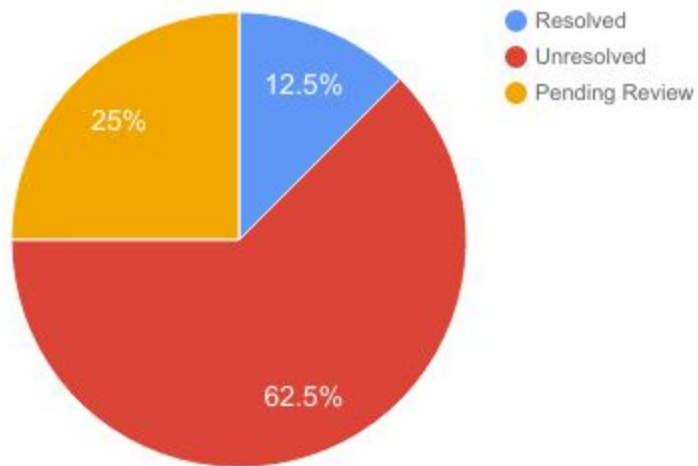
Fig2: *Since the beginning of ID5 we have logged 8 issues, 1 of which have been resolved, 2 Pending Review, and 5 Unresolved.*