

# Sprint Backlog, Iteration #4

Context Project: HI

Group: CondExt Team (2)

User Story	Task	Member responsible for the task	Task Assigned To	Estimated Effort per Task (in hours)	Priority (A—E) (A is highest)
As a user I want a representation of my body in the virtual world using the data recorded by the kinect.	Add rigged model to the kinect skeleton	Jasper	Matthias Jasper	8 hours	B
As a user I want the movement of my body and arms to be represented as accurately as possible in the virtual world	Combine Leap Motion/Manus hand and arm tracking with Kinect full body tracking	Luke	Matthias Luke	10 hours	A
As a user I want to have clothes on my virtual body	Make model of shoes in blender	Arjan	Arjan Bart	6 hours	C
	Make a shit model in blender	Jasper	Jasper	4 hours	C
	Make a pair of pants in blender	Matthias	Matthias	4 hours	C
As a developer I want to have a better understanding of the project	Finish UML	Bart	Arjan Bart	1 hours	C
	Update Architecture Design with improved Software Architecture description	Bart	Arjan Bart	2 hours	B
As a user I want a visually realistic representation of grabbing an item during the simulation, such that the virtual hand doesn't go through an item that is being grabbed.	Improve grabbing visualization to prevent the virtual hand clipping through a grabbed	Luke	Luke Bart	8 hours	B

	item, or hovering around it				
	Correct wrist bending (should not bend backwards)	Arjan	Arjan Jasper	8 hours	B
As a user I don't want my virtual hands to pass through objects	Implement a method that stops the hand when colliding with solid objects (like walls and shelves)	Bart	Bart Jasper	4 hours	B
As a user I don't want to be able to jump on the shelves in the SuperMarket	Disable jumping and fix shelf hitboxes	Jasper	Jasper	1 hour	C
As a user I want to walk around in a realistic supermarket environment	Add groceries to all shelves in the supermarket	Arjan	Arjan	2 hours	D
	Add a roof and entrance to the supermarket	Arjan	Arjan	3 hours	D