

Sprint Retrospective, Iteration #8

Context Project: HI

Group: CondExt Team (2)

User Story	Task	Responsible	Assigned To	Estimated Effort	Actual effort	Done ?	Notes	Commit
As a developer I want to know how well my code is tested and covered so that I can improve the test and code quality.	Add tests, so coverage is >80%	Arjan	Everyone	5 hours per person	15 hours total	yes	As much tests as time would allow us to add, added	Various over time
As a developer I want to test my product with multiple test subjects before release so that I am confident that we will release a proper product.	Create a questionnaire for users of our system	Matthias	Arjan	2 hours	3 hours	Yes	Questionnaire created.	Final Report
	Have test subjects perform tasks, answer questions and give feedback while using the system	Matthias	Everyone	8 hours per person	8 hours per person	Yes	Fun to do! People enjoyed it, and we got some useful feedback on bugs/features that we overlooked ourselves.	N/A
	Get an oculus to test with	Bart	Bart	1 hour	1 hour	Yes	Picked up at CleVR	N/A
	Get an high-end pc to test with.	Arjan	Bart Arjan	1 hour	1 hour	no	We could not reach Bart & Ruud on various tries. We then decided to run our, relatively light program on a laptop, which was sufficient for testing purposes.	N/A
As a user, I want to be able to put my groceries in a shopping cart so that I can take groceries with me.	Implement dropping items in the cart and the cart holding them	Matthias	Matthias	5 hours	3 hours	yes	Works properly now.	798681b
	Refine the movement of the shopping cart (remove jitter, add grabbing)	Matthias	Matthias	5 hours	7 hours	yes	Grabbing not implemented, but moving cart feels more natural	798681b
	Add an apple to the Supermarket scene to test	Jasper	Jasper	1 hour	1 hour	yes	Done by Arjan	3e232c0

	the pickup method for round objects							
As a user I want a realistic environment to interact with so that I will get immersed in the world.	Fill remaining shelves with products	Arjan	Arjan	4 hours	-	No	Other tasks with higher priority were done instead.	
As a developer I want to have a good understanding of the code so that it becomes easier to edit it.	Update the UML with the new grabbing structure	Jasper	Jasper	3 hours	2 hours	yes	Added.	-
	Update architecture design final version	Jasper	Jasper, Bart	5 hours	2 hours	yes	Updated with some additional uml	24ddd4
	Create diagrams to visualize systems	Luke	Luke	3 hours	2 hours	yes	Also done for the final report.	
As a student I want all my deliverables to be delivered on time so that I can get a grade.	Create and hand in draft version of final report	Bart	Everyone	10 hours total	8 hours	yes	Created, no time found for the preface. Will be included in the final version.	-
	Upload code to SIG	Luke	Luke	1 hour	1 hour	yes	uploaded.	-
As a user, I want my virtual body to move in a realistic way so that I do not feel disconnected from the virtual body.	Make sure that the lowest foot of the kinect model always touches the ground	Luke	Luke	2 hours	-	no	Other tasks were done instead.	-
As a user I don't want my hand to snap between different tracking methods so that I will be more immersed in the virtual world.	Implement a method that interpolates between the leap and kinect data	Jasper	Jasper	5 hours	-	no	Other tasks were done instead.	-
As a user I want to use the oculus rift so that I will be fully	Adjust the current build to use the oculus rift.	Jasper	Jasper	3 hours	2 hours	yes	The process of enabling VR support was as simple as checking a box in the settings. But we did encounter some problems while testing (mainly problems with size) which took some time	6aab612

immersed in the virtual world								
As a user I want to be able to pick up items in a physically realistic way so that I can interact with the world in a more natural manner.	Adjust grab collision so that fingers will collide with objects.	Luke	Luke	4 hours	4 hours	Yes	Implemented, but after testing seems to unpredictable. We decided to limit/turn it off when we were testing.	e1d55a1

Tasks that appeared during the sprint

User Story	Task	Responsible	Assigned To	Estimated Effort	Actual effort	Done?	Notes	Commit
As a developer I want better code to have a better overview and improved coding skills	Refactor everything and cleanup all code.	Luke	Everyone	4 hours per person	4 hours per person	yes	Easy but boring work.	dcf8967

Additional tasks for TI2806

User Story	Task	Responsible	Assigned To	Estimated Effort	Actual effort	Done?	Notes	Commit
As a developer I want a clear overview of and reflection on my tasks this sprint	Create Sprint plan #9	Luke	Everyone	1 hour	-	no	No sprint #9 exists.	-
	Create Sprint reflection #8	Arjan	Everyone	1 hour	1 hour	yes	Needed to revise planning because of big amount of deadlines this sprint	-
As a student I want to acquire project skills so that I can apply those in the future.	Complete assignment 2. write individual essay.	Matthias	Everyone	2 hours per person	2 hours per person	Yes	Very interesting.	-

General notes:

1. Code is submitted.

Problems:

1. A lot of code needed to be refactored and we did not task this
Solution: Time was assigned to refactor code
2. Only received short time to get system working with Oculus.
Solution: Invest more time into project, work harder.
3. While testing we found a bug where people would stretch their arm beyond the limits of the virtual arm which would cause the item to be dropped.
Solution: We now use the model's palm transform to update the object's transform.