

Sprint Backlog, Iteration #3

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 to be able to see and move my hands in the virtual world and interact with objects | Implement basic visualization for hands and arms | Jasper | Jasper Luke | 5 hours | B |
| | Implement behaviour for virtual hand and arms when tracking with Leap Motion is lost | Matthias | Matthias Luke | 6 hours | B |
| | Create specific objects in Unity to be made interactable with the virtual hand | Arjan | Arjan Bart | 4 hours | C |
| | Implement gesture recognition with Manus VR | Jasper | Jasper Matthias Arjan | 7 hours | A |
| | Use Manus VR for picking up objects in virtual world | Mathias | Bart Mathias Arjan | 8 hours | B |
| | Implement ability to grab virtual object with virtual hand with Leap Motion | Luke | Luke Jasper | 8 hours | B |
| | Implement gesture recognition with Leap Motion | Luke | Luke Jasper | 4 hours | A |
| As a user I want a environment to interact in | Model shelves and supermarket items | Arjan | Arjan Bart | 5 hours | C |

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|---|---|------|---------------|---------|---|
| | in Blender, to be used in the environment | | | | |
| | Import new models into Unity and update environment with new models | Bart | Arjan Bart | 3 hours | C |
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| As a developer I want to have a better understanding of the project | Create an UML of the classes and systems within Unity | Bart | Arjan Bart | 3 hours | D |
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