

Sprint Backlog, Iteration #5

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 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.	Implement finger colliders to recognize and prevent clipping with grabbed items.	Luke	Luke	5 hours	C Important for CleVR, but not as important for us at current time
	Fix position of grabbed item relative to hand to prevent hovering.	Matthias	Matthias Bart	4 hours	B Of major importance because CleVR has indicated that the see this as one of the key features
	Limit wrist bending only to physically possible positions	Arjan	Arjan Jasper	8 hours	B This does not have the highest priority, but does need to be done eventually for realism.
	Implement a physics based grabbing system instead of snapping to hand.	Luke	Luke Bart	5 hours	A Important for CleVR and important for us to implement asap.
As a user I want the movement of my body and arms to be represented as accurately as possible in the virtual world	Write IK Script	Jasper	Jasper	5 hours	A High prioritisation because it is necessary for the combination of the Leap with the Kinect
	Write script that prioritizes the Leap with the IK Script when possible and otherwise the Kinect data.	Jasper	Jasper Luke	5 hours	A Basic combination of the overlapping data from the Leap and the Kinect. Open for improvements in later sprints
As a developer I want to have a better understanding of the project	Complete architecture design document in tex	Bart	Bart	1 hour	C In the scenario of a new team member entering our team, it should be clear immediately for

					them what we're doing and where we're currently at. Also for other project owners of great importance.
	Expand arch. design with pictures and make draft version that can be maintained during the project	Bart	Bart Matthias	1 hour	C In the scenario of a new team member entering our team, it should be clear immediately for them what we're doing and where we're currently at. Also for other project owners of great importance.
As a user I don't want my virtual hands to pass through objects	Implement collider in hand to recognize clipping with environment.	Bart	Bart	1 hour	B This is important because this mirrors the real world and would affect the experience of excluded.
	Make the hand stay at the position it is physically limited to when the user is trying to enter the space where an object is located	Bart	Bart	3 hours	B This is important because this mirrors the real world and would affect the experience of excluded.
	Make a smooth transition when tracked hands enters a free space and was limited before.	Jasper	Bart Jasper	3 hours	B This is important because this mirrors the real world and would affect the experience of exclude
As a user I don't want to be able to jump on the shelves in the SuperMarket	Disable jumping	Matthias	Matthias	½ hour	C Should be excluded because eventually this is a redundant feature. Could possibly be done in upcoming sprints but is not a very time consuming task.
	Fix shelf hitboxes	Jasper	Jasper	1 hour	C Low priority but at the moment you can walk on the shelves when pushing against them
As a user I want to walk around in a realistic supermarket environment	Write script to add groceries to all shelves in the supermarket	Arjan	Arjan	2 hours	D Could be done to improve realism and test clipping and collision, but

					not necessary for continuation of project.
	Add a roof to the supermarket	Arjan	Arjan	1 hour	D Could be done to improve realism, but not necessary for continuation of project.
	Add a entrance to the supermarket	Arjan	Arjan	2 hours	D Could be done to improve realism, but not necessary for continuation of project.
As a developer I want to write clean and high quality code	Add code documentation	Matthias	Arjan Matthias	4 hours	A Applied to earlier code which was not up to date with our code standards.
	Resolve warnings	Arjan	Arjan Matthias	4 hours	A Most of the 25+ warnings should be fixed before continuing
As a developer I want a clean overview of my progress and tasks	Create sprint backlog		Everyone	2 hour	A Necessary for continuation of the project
	Create sprint reflection		Everyone	2 hour	A Necessary for continuation of the project