

# Sprint Backlog, Iteration #8

Context Project: HI

Group: CondExt Team (2)

User Story	Task	Responsible	Assigned to	Estimated Effort	Priority
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) Arjan	5 hours per person	A Tests should cover at least 80% of the code.
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	Matthias	2 hours	A Should be done before the tests on wednesday/thursday
	Have test subjects perform tasks, answer questions and give feedback while using the system	Matthias	Everyone	8 hours	A Our system should be refined according to user input/feedback
	Get an oculus to test with	Bart	Bart	1 hour	A Can be picked up at CleVR on monday.
	Get an high-end pc to test with.	Arjan	Bart Arjan	1 hour	A Should be available from the TU. Otherwise Arjan might be able to bring his own desktop pc.
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	A Without this feature the cart would be useless
	Refine the movement of the shopping cart (remove jitter, add grabbing)	Matthias	Matthias	5 hours	C The cart should move realistically
	Add an apple to the Supermarket scene to test the pickup method for round objects	Jasper	Jasper	1 hour	D Should work properly but it's always good to keep testing.

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	D Not that important, but might be better for the tests.
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	A We added a big part to the grabbing structure and this still needs to be documented
	Update architecture design final version	Jasper	Jasper, Bart	5 hours	A Strict deadline
	Create diagrams to visualize systems	Luke	Luke	3 hours	A Used in Arch. design
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	A Strict deadline.
	Upload code to SIG	Luke	Luke	1 hour	A Strict deadline.
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	C Improves realism but there are other tasks that have a higher priority
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	B Can greatly disconnect the player from their virtual body.
As a developer I want a clear overview and reflection on my tasks this sprint so that I can work efficiently and effectively.	Create Sprint reflection #8	Luke	Everyone	1 hour	A Must be done.

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	A Must be done before june 17th.
As a user I want to use the oculus rift so that I will be fully immersed in the virtual world	Adjust the current build to use the oculus rift.	Jasper	Jasper	3 hours	A Needs to be done a soon as possible so that we can start the user tests early on in the sprint.
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	C Improves realism but there are other tasks that have a higher priority