

Sprint Backlog, Iteration #7

Context Project: HI

Group: CondExt Team (2)

User Story	Task	responsible	Assigned to	Estimated Effort	Priority
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 way.	Implement grabbing (both single- and dual handed)	Matthias	Matthias	6 hours	A This should be highest priority, realistic grabbing is one of the base functionalities of our system
	Implement proper finger detection on object during grab	Luke	Luke	6 hours	B Finger detection should have a high priority for this is the foundation of the physics grab.
	Implement releasing (both single- and dual handed)	Jasper	Jasper	6 hours	A This should be highest priority, realistic grabbing is one of the base functionalities of our system
	Write tests for grabbing script	Matthias	Matthias	6 hours	B Testing is important
As a user I want the object I am holding to properly follow my fingers so that I can easily move it how I want	Update the IK script to stop the goal from moving past a certain point.	Jasper	Jasper	5 hours	A Necessary to make the grab with two hands look realistic
	Implement method which makes the object follow the mean of the fingertips	Jasper	Jasper	8 hours	A An object should correctly move along with the hand(s) when grabbed
	Implement hinge joints and spring joints during grab to let object follow hand realistically	Luke	Luke	10 hours	A An object should correctly move along with the hand(s) when grabbed
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.	Find test coverage (Manually)	Arjan	Arjan	8 hours	A Test coverage has to be clear.
	Improve current tests according to the coverage	Arjan	Everyone	4 hours per person	A Test coverage has to be >80%

As a user I want a realistic environment to interact in	Fill remaining shelves with products	Arjan	Arjan	4 hours	D Not important, but improves realism.
	Add sounds to the supermarket scene	Arjan	Arjan	3 hours	D Not important, but improves realism.
As a user I want to receive feedback on my virtual actions to improve the interaction with the virtual world	Make the gloves vibrate on hand collider contact	Arjan	Arjan	4 hours	C Not important, but improves realism.
	Make the gloves vibrate in a distinct pattern whenever an object is picked up	Bart	Bart	4 hours	C Not important, but improves realism.
As a user I want my virtual body to stand on the ground, not hover	Make sure that the lowest foot of the kinect model always touches the ground	Luke	Luke	2 hours	B Improves tracking problems but stops the user from being able to jump in real life.
	Fix the hip distort bug when the kinect loses track of the user.	Jasper	Jasper	1 hour	B Improves usability because we no longer need to restart the kinect.
As a user I do not want to make a mess of the virtual supermarket so that I can have a clean environment to perform actions in.	Add dynamic physics to the supermarket environment	Bart	Bart	8 hours	A Objects should not get pushed over accidentally, and this is done to prevent that
	Create script that enables physics when an object is grabbed	Bart	Bart	5 hours	A We have to know when an object should be interactable
As a developer I want a clear overview of and reflection on my tasks this sprint	Create Sprint plan #8	Bart	Everyone	1 hour	A Must be done.
	Create Sprint reflection #7	Luke	Everyone	1 hour	A Must be done.
As a developer I want to constantly improve my skills.	Attend Project Skills lecture	Luke	Everyone	2 hours	A Project skills come in handy in projects.
As a developer I want to test my product with multiple test subjects before release	Arrange meeting with W.P./CLeVR to test our software with an oculus rift	Bart	Bart	2 hours	A We should know how users experience the system in order to prepare our system for release
	Create tasklist for test subjects	Matthias	Matthias	2 hours	A In order to test our system the test subjects should have some tasks

As a user, I want to be able to put my groceries in a shopping cart	Create a shopping cart model in blender	Bart	Bart	4 hours	C This could be an asset for a task
	Create working (moving etc) shopping cart object in unity	Matthias	Matthias	4 hours	C This could be an asset for a task