

Sprint Retrospective, Iteration #4

Context Project: HI

Group: CondExt Team (2)

User Story	Task	responsible	Assigned To	Estimated Effort	Actual effort	Done	Notes	Commit when done
As a user I want a representation of my body in the virtual world using the data recorded by the kinect.	Add rigged model to the kinect skeleton	Jasper	Matthias Jasper	8 hours	9 hours	yes	We had some problems with exporting animations for the hands used by the manus.	2ab503b
As a user I want the movement of my body and arms to be represented as accurately as possible in the virtual world	Combine Leap Motion/Manus hand and arm tracking with Kinect full body tracking	Luke	Matthias Luke *Jasper	10 hours	19 hours	WIP	While Manus and Kinect works together properly, we encountered problems with making the Leap work with Kinect. This caused slowdowns and affected hours spent on other tasks. Due to Jasper's involvement with rigging the body he provided help during the process.	2ef22ed
As a user I want to have clothes on my virtual body	Make model of shoes in blender	Arjan	Arjan Bart	6 hours	8 hours	yes	Took some longer than expected, due to texture mapping not cooperating	adc18a5
	Make a <u>shirt</u> model in blender	Jasper	Jasper	4 hours	2 hours	yes	No problems here except for the spelling of "shirt"	2ab503b
	Make a pair of pants in blender	Matthias	Matthias	4 hours	4 hours	yes		2ab503b
As a developer I want to have a better understanding of the project	Finish UML	Bart	Arjan Bart	1 hours	1 hours	yes		2e2455c1d c9
	Update Architecture Design with improved Software Architecture description	Bart	Arjan Bart	2 hours	2 hours	WIP	We converted the whole document to a latex document because this is better for later use. This task however is due in a few sprints ahead so priority has gone to other task	
As a user I want a visually realistic representation of grabbing an item during the simulation, such that the virtual hand doesn't	Improve grabbing visualization to prevent the virtual hand clipping through a grabbed item, or hovering around it	Luke	Luke Bart	8 hours	3 hours	WIP	Due to time spent on other task, this task got less priority. We managed to make fingers bend only halfway during grabbing a object, but this does not solve the problem described in the task.	74ccaf2

go through an item that is being grabbed.	Correct wrist bending (should not bend backwards)	Arjan	Arjan Jasper	8 hours	8 hours	WIP	Works with kinect-manus and leap-manus, but does not work with leap-kinect yet.	
As a user I don't want my virtual hands to pass through objects	Implement a method that stops the hand when colliding with solid objects (like walls and shelves)	Bart	Bart Jasper	4 hours	-	no	Low priority, higher priority tasks were done instead.	-
As a user I don't want to be able to jump on the shelves in the SuperMarket	Disable jumping and fix shelf hitboxes	Jasper	Jasper	1 hour	-	no	Low priority, higher priority tasks were done instead.	-
As a user I want to walk around in a realistic supermarket environment	Add groceries to all shelves in the supermarket	Arjan	Arjan	2 hours	-	no	Low priority, higher priority tasks were done instead.	-
	Add a roof and entrance to the supermarket	Arjan	Arjan	3 hours	-	no	Low priority, higher priority tasks were done instead.	-

General notes:

Quite some time was spent on getting a demo ready for CleVR. This time was not accounted for when creating the sprint backlog.

Matthias already worked on adding comments and documentation to the self-written code, a task which was originally meant for next week. These changes have not been merged with the master yet though.

Problems:

1. Problem: Did not take into account pinksteren. Due to missing a monday we had less time to work on the project this week.
2. Problem: Kinect did not work properly on Luke's pc.
Solution: Kinect work was done on pc's of other members (Arjan, Jasper).
3. Problem: Integration between Kinect and LeapVR did not work as smoothly as expected. Because of this we were not able to finish this work this sprint.
Solution: Task continued to next sprint
4. Problem: Some tasks were neglected due to time constraints
Solution: Tasks moved to next sprint