Sprint Retrospective, Iteration #5

Context Project: HI
Group: CondExt Team (2)

User Story	Task	responsible	Assigned To	Estimated Effort	Actual Effort	Done	Notes	Commit
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	7 hours	yes	Finger colliders are added and able to detect collisions, also integrated with Kinect virtual body.	9865e2a
	Fix position of grabbed item relative to hand to prevent hovering.	Matthias	Matthias Bart	4 hours	4 hours	yes	Reduced the maximum item grabbing range	a319aa2
	Limit wrist bending only to physically possible positions	Arjan	Arjan Jasper	8 hours	-	no	We had to wait for the implementation of the kinect with the leap.	-
	Implement a physics based grabbing system instead of snapping to hand.	Luke	Luke Bart	5 hours	6 hours	wip	With the finger colliders added a primitive form of lifting objects with both hands is possible, but it still needs a lot of refinement.	9865e2a
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	12 hours	yes	Turned out to take way longer to implement than expected due to the lack of material online.	e265e63
	Write script that prioritizes the Leap with the IK Script when possible and otherwise the Kinect data.	Jasper	Jasper Luke	5 hours	2 hours	yes	Can still be improved but works for now	1bc937c
As a developer I want to have a better understanding of the project	Complete architecture design document in tex	Bart	Bart	1 hour	1 hour	yes	Simple copy/pasting from the draft that was already made.	c9076f6b8
	Expand arch. design with pictures and make draft version that can be maintained during the project	Bart	Bart Luke	2 hours	1 hours	yes	Pictures were spread out but mostly already made.	f6728acdff 180fe06b9

User Story	Task	Assigned	Done by	Estimate	Actual	Done	Notes	Commit
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	1 hours	yes	Colliders are implemented only in fingertips as capsules. Interaction is recognized but lifting objects is still to be improved	ff8dd60add30802d7d
	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	4 hours	wip	Proves to be difficult trough either scripting or fixing this in unity	c984ccf04
	Make a smooth transition when tracked hands enters a free space and was limited before.	Jasper	Bart Jasper	3 hours	0 hours	no	Dependency issus (task listed above needed to be fixed first)	-
As a user I don't want to be able to jump on the shelves in the SuperMarket	Disable jumping	Matthias	Matthias	½ hour	5 minutes	yes	Was (almost) as easy as just clicking a button.	0610432
	Fix shelf hitboxes	Jasper	Jasper	1 hour	0 hours	no	Had a lower priority compared to other tasks and there was no more time left	-
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	6 hours	yes	Wrote an ugly script first, then took quite some time to clean up and generalize + write tests.	5cd5964
	Add a roof to the supermarket	Arjan	Arjan	1 hour	5 minutes	yes	Roof was actually already there, but invisible. Making it visible cost <5 minutes.	234b13d
	Add a entrance to the supermarket	Arjan	Arjan	2 hours	2 hours	yes	Finding a suitable door image was, surprisingly, the hardest part..	ef39f61
As a developer I want to write clean and high quality code	Add code documentation	Matthias	Arjan Matthias	4 hours	6 hours	yes	Due to miscommunication Luke did the documentation for a part of the code	47c10f3 & e82248f
	Resolve warnings	Arjan	Arjan Matthias	4 hours	4 hours	yes	Due to miscommunication Luke resolved part of the warnings	47c10f3 & e82248f

As a developer I want a clean overview of my progress and tasks	Create sprint backlog		Everyone	2 hours	1.5 hour	yes	Last week took quite some time, this week went a little quicker.	-
	Create sprint reflection		Everyone	2 hours	1 hour	yes	Due to some pre-planning of Matthias we could update the reflection as we completed a task which allowed us to complete this week's reflection a little bit faster.	-
As a developer i want my code to be clear of any issues noted on GitHub*	Resolve issues noted on github	Matthias	Matthias	-	6 hours	yes/wip	Most of the issues have been resolved, but some bigger ones require more time.	7829562

General notes:

*According to the feedback on our work we started working with issues. Resolving these was not noted in our backlog beforehand but we did spend time on it. Thus it is duly noted in the retrospective

Problems:

1. Problem: We were supposed to meet on wednesday afternoon after the midterm of ATB. Only two people showed up due to miscommunication.
   Solution: We met thursday earlier than planned in the morning.
2. Problem: We had an exam in this week, so more time than usual had to be spent on another course.
   Solution: We had to spend more time on the project during early/late hours.