

Sprint Backlog, Iteration #6

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 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 new context based gesture recognition grab	Matthias	Matthias	12 hours	A The current grabbing system uses the distance between fingers to detect a grab. The grabbing should be physically based and being able to interact with objects is one of the main functionalities of our system.
	Implement new context based gesture recognition for dual handed grabs	Luke	Luke	10 hours	B This feature is something CleVR really would like to see. It has lower priority than grabbing with one hand, but it still needs a proper look.
	During a grab correct the hand-to-object clipping	Jasper	Jasper	9 hours	B Not as important as the grabbing gesture itself but does improve realism
	Make sure an object follows the hand correctly when it is picked up	Bart	Bart	7 hours	A Important for CleVR and important for us to implement asap.
As a user I want my virtual body movements to look realistic so that I can immerse myself in the simulation.	Encorporate the elbow data of the kinect to improve the IK pole position	Jasper	Jasper	4 hours	B Fairly important because now there some glitches can occur with the arm twisting the wrong way
	Use the leap data to improve the IK pole position	Jasper	Jasper	3 hours	B IK pole position is buggy sometimes. Unrealistic movements should be avoided.

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.	Research which methods are used (if any) and chose the the best method for our project	Arjan	Arjan Jasper	4 hours	A Not possible right now, but should have been since the first sprint
	Update the project to work with the new testing method	Arjan	Arjan	4-10 hours Depending on found method.	A Not possible right now, but should have been since the first sprint
	Improve current tests according to the coverage	Arjan	Everyone	4 hours	A Project should always have >80% test coverage
As a developer I want to have a clear overview of the project so that potential new members can understand the mechanics behind it too.	Expand the Architecture Design.	Bart	Team	3 hours	B Architecture design is important to always have up to date.
As a user I want to have receive feedback on my virtual actions to improve the interaction with the virtual world	Implement the vibrate function of the manus	Jasper	Jasper	4 hours	C This is a way of presenting feedback to the user
	Make the gloves vibrate on hand collider contact	Arjan	Arjan	6 hours	C The user should intuitively get to know when it has succesfully picked up an item
	Make the gloves vibrate in a distinct pattern whenever an object is picked up	Matthias	Matthias	5 hours	C The user should intuitively get to know when it has succesfully picked up an item
	Implement way to highlight objects that are grabbed or not grabbed.	Luke	Luke	5 hours	C Improving the feedback in the virtual world helps the user and also the developer during testing.
As a user I want a realistic environment to interact in	Fix the doors so that the player cannot fall through	Arjan	Arjan	1 hour	C Glitch. No problem while in development, but has to be fixed one day.
	Fill remaining shelves with products	Arjan	Arjan	4 hours	D Supermarket is still half empty. Not necessary for the continuation of the project.

	Add sounds to the supermarket scene	Arjan	Arjan	3 hours	D Could be added for improved immersion.
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.	Implement dynamic physics that turn on/off per object	Bart	Bart	3 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	Matthias	Bart	5 hours	A We have to know when an object should be interactable
As a developer I want to implement design patterns so that I can improve my coding skills	Implement strategy pattern in grab behaviour scripts	Luke	Luke	4 hours	C Design patterns improve code by making it more clear.