

| Context Project: Health Informatics | Group: HI1 aka "geen naam" | Week #6 | | 27.15 | | | 22 | | |
|---|--|--------------------|------------------|--------------------------|-----------------------------|------|--|---|---|
| User Story | Task | Member responsible | Task Assigned To | Estimated Effort (hours) | Priority (A - E, A highest) | Done | Actual Effort (in hours total for all persons) | Notes | Commit#: |
| As a team, we want our code to be respect SOLID principle, right now we miss the single responsibility of objects because objects are a model and a view the same time. | Make a new class diagram explaining how model view will be separated | Maiko | Maiko / Ruben | 4 | B | yes | 2.5 | Including changes in the Architecture Design | 9a36422 |
| | Make a model for objects | Maiko | Maiko / Ruben | 10 | A | yes | 6.5 | After having the Abstract class working it was quite easy to fix. Only time consuming, as test also needed to be created. | c474a14 |
| | Relink the current view objects to the model | Ruben | Maiko / Ruben | 15 | A | no | 15 | Done by multiple people. We created ViewModel to link the model to the view. As not all object are yet present we aren't finished. | |
| | Review and change classes to abstract where needed. | Ruben | Maiko / Ruben | 2 | B | yes | 0.5 | | This is mostly done through the process |
| As a Therapist I want to see the current state on the map. Therefor the incoming data should be handled well. Meaning directed to the correct data handler. | Update main data handler to create objects | Louis | Louis / Maiko | 3 | A | no | 2 | At the beginning of the week we started this task. Quickly we realised that converting our project to MVVM took a lot of time and this had to be working before the handlers could be made. | |
| | Update main data handler to update objects | Louis | Louis / Maiko | 1.5 | B | no | 0 | | |
| | Update data handler for Cars | Louis | Louis / Maiko | 1.5 | B | no | 0 | | |
| | Update data handler for Patient | Louis | Louis / Maiko | 2.5 | A | no | 0 | | |
| | Update data handler for Characters | Louis | Louis / Maiko | 2.5 | B | no | 0 | | |
| | Update data handler for TV's | Louis | Louis / Maiko | 1.5 | B | no | 0 | | |
| | Update data handler for Surroundings | Louis | Louis / Maiko | 1.5 | C | no | 0 | | |
| As a team we want to use continuous integration. However we had errors last time, we still want it to work. | Ask around what other groups use | Ruben | Ruben | 0.5 | B | yes | 0.5 | Did take a look at their branches but they didn't really use a build-in CI | |
| | Get the CI working | Ruben | Ruben | 5 | B | yes | 5 | We are using AppVeyor now, it is build-in in github, so you can see at each commit or pullrequest if the tests did fail or succeed. | 2b25822 |
| As a team we want clean code. Therefore we need to edit old code. | Refactor Logger | Maiko | Maiko | 1 | C | yes | 1 | Also some methods added in other branch. | 2ad5c89 |
| | Clean up the main | Ruben | Ruben / Thijmen | 3 | B | yes | 3 | All not used methods are removed. | |
| As a Therapist I want to be able to make the environment interact with the patient. Therefor the Vizualizer should be able to process my input. | Create clickable characters | Thijmen | Thijmen | 4 | A | no | | spent my time on implementing MVVM | |
| | Create icons for all actions | Thijmen | Thijmen | 1 | C | no | | | |
| | Send the input information to Unity | Thijmen | Thijmen | 2 | A | no | | | |
| | Test the input processing | Thijmen | Thijmen | 3 | A | no | | | |
| | Create clickable cars | Thijmen | Thijmen | 2 | B | no | | | |
| | Create clickable TV's | Thijmen | Thijmen | 2 | B | no | | | |
| | Create clickable Environment | Thijmen | Thijmen | 2 | D | no | | | |
| | Create a menu which interacts with the model | Thijmen | Thijmen | 2 | C | yes | 3 | | |
| As a Therapist I want to see the current state on the map. Therefor a link between the data handlers and classes should be made. To determine which action is executed. | Distribute update calls to the objects, for Cars (+logging) | Louis | Louis / Jonas | 1.5 | C | no | 0 | MVVM had to be working first, spent my time on that. | |
| | Distribute update calls to the objects, for Patient (+logging) | Louis | Louis / Jonas | 2.5 | B | no | 0 | | |
| | Distribute update calls to the objects, for Characters (+logging) | Louis | Louis / Jonas | 2.5 | C | no | 0 | | |
| | Distribute update calls to the objects, for TV's (+logging) | Louis | Louis / Jonas | 2.5 | C | no | 0 | | |
| | Distribute update calls to the objects, for Surroundings (+logging) | Louis | Louis / Jonas | 1.5 | D | no | 0 | | |
| | Distribute update calls to the objects, for Furniture (+logging) | Louis | Louis / Jonas | 1.5 | D | no | 0 | | |
| As a team we want to have Scrum Meetings to know on what everyone is working on, and if there are any problems and give feedback | Meet at the daily scrum meetings | Louis | Everyone | 12.5 | A | yes | | | |
| | Go to feedback meeting with teacher + TA | Louis | Everyone | 2.5 | A | yes | 2.5 | | |

[illegible]

