	Group: HI1 aka "geen naam"	Week #4						
Context Project: **Health Informatics**								
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**
As a team we want to see what actions are performed on the map	Set up logger classes	Maiko	Maiko	2	B	yes	10	Took much longer than planned. This is caused due the lack of the knowledge on how to test. There were some major issues which were in fact pretty easy to fix with the right commands.
	Refractor existing code to log their actions	Maiko	Maiko	1	D	no		
	Write log data to file	Maiko	Maiko	1	C	yes		
	Write log data to console	Maiko	Maiko	1	C	yes		
As a team we want to retrieve information from the VR world. This requires a connection from the the map to the VR world.	Establish connection between VR world and the map	Jonas	Jonas	1	A	yes/no	4	We can send environment information from the Unity World and receive on another computer via cable (hence only estbalished one way, not GUI -> VR). Furthermore, the client used to receive on our computer is not incooperated into our project yet, but a standalone application.
	Research what the best protocol is	Jonas	Jonas	3	D	yes	1	We are using UDP since we have a safe transmission medium (cable) and only two computers connected at the same time, leading to minimal interference yet best real-time performance
	Implement the best protocol	Jonas	Jonas, Ruben	12	B	yes/no	12	Implementation done for "VR sender", and "GUI receiver", still missing VR receiver and GUI sender (members working on it: Jonas and Louis)
As a team we want to a have a static map what displays the initial start up of the VR world	Research which data is available and which data we need (locations, emotions, view direction, ect)	Louis	Louis, Thijmen	6	A	yes	5	Looked at the environment that we got, how it was build and what kind of information was available from the environment.
	Parse information from the VR world into useable data	Louis	Louis	10	A	yes	8	It it possible to give a string that then gives the commands to create/draw objects at the given location using the factories.
	Create all objects from the VR world in our 2D map program	Louis	Louis	4	A	yes	8	
	Draw all immovable objects at the correct location	Thijmen	Thijmen	6	B	no	0	As Thijmen was sick during the sprint he couldn't do much. See further problems encountered.
	Draw all movable objects at the correct location	Thijmen	Thijmen	6	C	no	0	
As a team we want to use factory classes for easy creating of more objects of the same kind	Make a factory class for the characters	Ruben	Ruben	2	B	yes	2	
	Make a factory class for the tv's	Ruben	Ruben	2	C	yes	2	
	Make a factory class for the car's	Ruben	Ruben	2	C	yes	4	Car factory can make different kinds of car objects
	Make a factory class for the lights	Ruben	Ruben	2	C	no	0	Lights are not really needed, they could be a part of the surroundingfactory later on
	Make classes for objects themselfs so it is easy to add actions to it	Ruben	Ruben	3	B	yes	5	Many objects were made, separated in movable and immovable objects
	Make a class for the character so it is easy to add actions to it	Ruben	Ruben	2	B	yes	0,5	No methods for character were needed this week.
	Define the in heritance of objects and characters in a uml	Ruben	Ruben	3	A	yes	3	Made a general plan on how the inheritance will look like in a class diagram, edited it on the process
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	10	Thijmen was there only on Monday. Jonas was absent on Tuesday.
	Go to feedback meeting with teacher + TA	Louis	Everyone	2,5	A	yes	2	
	Visit feedback meetings of other groups of our context	Louis	Louis	1,5	A	yes	1,5	
As a team we want to make retrospective for week 4 to know if everything in our planning went well.	Make retrospective	Maiko	Everyone	2,5	B	yes	2	
As a team we want to have a make product backlog for week 5 so we know what we will do next week	Make product backlog	Thijmen	Everyone	2,5	B	yes	2	Member responsible changed to Jonas.
As a team we want to maintain readable and neat code by using tools	Using tools for the new code	Thijmen	Everyone	5	A	yes	3	Member responsible changed to Maiko. Some errors still exist but those code will mostlikely be refractored soon.
	Update the old code with the tools	Thijmen	Everyone	2	C	yes	1	
As a team we want to have a up to date architecture design report.	Update architecture design rapport according to the new code	Ruben	Everyone	2	C	yes	1	Overview/setup, protocol choice added, securability design aspect updated & other minor edits
As a therapist I want to decide which of the map I am viewing.	Refractor to a map class	Maiko	Maiko	1	A	no	0	
	Implement map scrolling	Maiko	Maiko	2	C	no	1,5	Took some time to look into some solutions found on the internet. Unfortunatily this didn't solved the problem yet. This will be postponed till we have more time to spend.
	Optime key movement	Maiko	Maiko	0,5	B	no	0	
As a team we want to have some desings so we can check out what	Make designs for what happens if an object is clicked	Thijmen	Thijmen	1	D	no	0	As Thijmen was sick during the sprint he couldn't do much. See further problems encountered.

	Make design for when a emotion of an character is clicked	Thijmen	Thijmen	1	D	no	0	
	Make designs for what happens when the patient is clicked	Thijmen	Thijmen	1	D	no	0	
	Make designs for when a character is clicked	Thijmen	Thijmen	1	D	no	0	
	Make designs for what happens if actions are clicked	Thijmen	Thijmen	2	D	no	0	
As a team we want to make sure our code is correct and works as intended	Review each others code	Jonas	Everyone	5	B	yes	4	
	Test code which is not tested yet	Jonas	Everyone	10	B	no	6	Some code is tested. Although most of the time spend. We used to set up the test project.
As a team we want to finalize our product plan and vision by reviewing and evaluating the feedback of the draft versions.	Incorperate the feedback of the draft versions.	Jonas	Jonas, Thijmen	8	A	no	0	As we didn't saw much room for improvement. We focussed on the code part of the sprint

Main Problems Encoutered

Description	Response
Thijmen was sick during most of the week.	Unfortunately due to sickness Thijmen could not make it to the working sessions after Monday. Therefore his tasks had to be either passed to other members or postponed to next week. Due to the fact that everyone was already quite busy and that the priority of his tasks were labelled low (D) we decided to focus on our own tasks and postpone the majority of his work for next week. The most essential tasks were to get a solid foundation for the network between the two PCs and process this information within our environment. Furthermore we wanted to be able to draw objects on demand, and get the testing framework working; these all had a higher priority.
Setting up testing took longer than expected	We need to use testing but since we only had a GUI at first this was hard / impossible to test. Now that we created factories to create all objects we can test these and the logger. The tool for this is called NUnit. Maiko tried to make it work at first and got it to work on his pc but when we tried it on other peoples pc it didn't work. Then Ruben gave it a go and after a lot of trying he got it to work on both his own and other peoples pc's. Also we found some issues in the logger which we could solve.
Making a bench factory raises some errors, because images of different seats will not be alligned easily in one object yet	As the bench is the only object that contains other objects this gave some problems. We want a single return type for all the objects: VRObject, so we can't just make a list. We tried making it one object but got some problems with the margins of the images that we create inside here. Will be worked on next week, as it took too much time this week for what we expected.