

Context Project: Health Informatics	Group: HI1 aka "geen naam"	Week #5							
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 user we want to have a fully functional interaction between the GUI computer and the VR computer	Incorporate UDP client into GUI application	Jonas	Louis, Jonas	6	A	Yes	12	We already had a working connection between a fresh project and the unity environment last week but we ran into some problems incorporating it into our own project. We decided to make the receiver a class with a constructor called client and eventually solved it.	33FF730
	Serialize VR objects to JSON	Jonas	Jonas	2	C	Yes	8	Done by Jonas and Louis. At first we tried to use some libraries for JSON which gave some problems using them in the unity environment. When we finally got the importing right we found out that the Transform object (the unity object that contains position, scale and rotation) was not serializable by JSON. We then decided to use XML instead. We don't use a standard serializer now but wrote our own toXML() method for each object.	200bed5
	Serialize GUI objects to JSON	Jonas	Jonas	2	C	No	0		
	Send all status information of all objects of concern in the VR world to the GUI application	Jonas	Jonas	6	A	Yes	6	After chosing to drop JSON and use XML we were able to build a custom toXML class for all objects in the VR world. These send all information of concern for the GUI application via network. The format has been agreed upon, however there will still be some minor changes applied next week on when to resend an update objects for the GUI.	200bed5
	Adjust/improve parser of VR world information	Jonas	Jonas, Louis	8	B	Yes/No	2	Done by Maiko. He built a basic input handler that parses the xml information for the GUI. This will be improved and finetuned over the course of next week to cover all information and process it appropriately for the environment.	
	Test connection reliability using Wireshark	Jonas	Jonas, Louis	2	B	Yes	3	After some work we had the connection working with Louis sending stuff to Jonas, but not the other way around. Using Wireshark we found out that Jonas had a Virtual Machine on his pc that blocked him from sending correctly. After removing it from his pc the sending now worked both ways.	
As a team we want to a have a static map that displays the initial state on start up of the VR world	Draw all movable objects at the correct location	Louis	Louis	3	A	No	0	For this to work first we had to have the connection up and running. We already had this working but it gave some problems integrating it in our map. Therefore this task could not be done yet and should be done next week.	
	Draw all immovable objects at the correct location	Louis	Louis	3	A	No	0		
As a user we want to be able to update our GUI map so that it can display the current state of the VR environment. For this container classes are needed who stores the current object.	Make container classes that contain created objects with a list that holds each object of a certain type (character, car, ...).	Thijmen	Thijmen	6	A	No	3	Done by Thijmen and Maiko. Firstly we created containers with an arraylist to contain the classes. After that we decided that this wasn't the optimal way of doing this. Therefore we created handlers with Dictionary (HashMap like) that holds the objects. This partly done.	CC89EBA (initial version) and 1bf5443
	Container class should be able to respond to the input receiver and call the right method on the right object.	Thijmen	Thijmen	8	A	No	-	See "Get the received changes from the VR world to the objects" task.	1bf5443
As a user we want to be able to update our GUI map so that it can display the current state of the VR environment. For this we need to be able to give command to the objects.	Create methods for Cars	Maiko	Maiko	2	D	No	0,5	The Car and Furniture methods aren't implemented. The Cars have been left out since there was no time left. The Furniture has been left out since the object classes itself aren't finished yet. See the bench Issue. For all classes the VRObject has been changed that holds the standard data. Not everything is optimizezed yet, as the data from the environment wasn't available till the last day.	
	Create methods for Characters	Maiko	Maiko	3	B	Yes	2		
	Create methods for Furniture	Maiko	Maiko	2	C	No	0,5		
	Create methods for Patient	Maiko	Maiko	3	A	Yes	1		
	Create methods for Surroundings	Maiko	Maiko	1	E	Yes	1		
	Create methods for TVs	Maiko	Maiko	2	C	Yes	1,5		525c0c7
	Get the received changes from the VR world to the objects	Maiko	Maiko/Jonas	4	A	Yes	2	Currently the data can be transfered through the dataHandlers. As there are no objects created yet, this cannot be distributed further.	1bf5443
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	Only 4 days this week, monday was Pinksteren.	
	Go to feedback meeting with teacher + TA	Louis	Everyone	2,5	A	Yes	2,5		
	Visit feedback meetings of other groups of our context	Thijmen	Thijmen	1,5	A	yes	1	Done by Ruben	
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	A	yes	2,5		
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	A	yes	2,5		
As a user we want to know which number is linked to which emotion / carType / ...	Create wiki for carType	Thijmen	Thijmen	,5	C	no	0		
	Create wiki for emotion	Thijmen	Thijmen	,5	C	no	0,25		
	Create wiki for surroundings	Thijmen	Thijmen	,5	C	no	0		
As a user I want to have a log file of actions performed	Add logging to all classes	Ruben	Ruben	4	C	Yes	2	It's added to the object classes, however when new methods are added they need to be logged	

	Test if the logging works	Ruben	Ruben	2	C	Yes	0,5	Tests were already there, reviewed and are fine	
As a team we want to have all factories tested, so we know when a factory creates an object, the object is really there.	Test the surrounding factory	Ruben	Ruben	,5	A	Yes	0,5	Mainly tested if imagepaths did exist, as that was the only feature to test at that time	b471734
	Test the character factory	Ruben	Ruben	,5	A	Yes	0,5	Mainly tested if imagepaths did exist, as that was the only feature to test at that time	b471734
	Test the patient factory	Ruben	Ruben	,5	A	Yes	0,5	Mainly tested if imagepaths did exist, as that was the only feature to test at that time	b471734
	Test the bench factory	Ruben	Ruben	,5	A	No	0		
	Update the bench factory	Ruben	Ruben	2	B	No	0	We need to use a Canvas we heard at last meeting, so this will be done next week	
	Test the car factory	Ruben	Ruben	,5	A	Yes	0,5	Mainly tested if imagepaths did exist, as that was the only feature to test at that time	b471734
As a team we want to have a main which sets up the map	Clean up the main	Ruben	Ruben	3	A	No	0	After some discussion we decided that this was not really a big priority in this sprint	
	Implement new features	Ruben	Ruben	1	C	No	0	"" ""	
	Test the main	Ruben	Ruben	,5	B	No	0	"" ""	
As a team we want cake from Thijmen	Buy cake	Thijmen	Thijmen	,1	E	yes	0,1		
	Bring cake to the meeting	Thijmen	Thijmen	,1	E	yes	0,1	It tasted good	
As a team we want to be able to work in a quiet environment	Book rooms for the meetings	Ruben	Ruben	,5	A	No	0	We worked at drebbeleg, which was fine for us	
Main Problems Encountered									
Description	Response				Task assigned to	hours	Commit nr.		
For testing we need a continuous integration system. The problem is that no CI works at the moment.	First tried to use travis, but travis does not work for C#. After that tried to use Jenkins. Jenkins can run the tests but works locally, so not the way we want. After that tried to use AppVeyor, it can integrate nicely in github, but it gives framework assembly errors of which no one (on google) knows the direct cause. After that tried to use Visual studio cloud service, but the same problem as for AppVeyor occurred.				Ruben	7			
Before all factories could be tested they needed refactoring	Refactored object classes and factories, also added tests for the object classes				Ruben	3	d448239		
Incorporate UDP into our own project.	We already had a working connection between a fresh project and the unity environment last week but we ran into some problems incorporating it into our own project. The connection that we already had was basically just a main method containing everything so we needed to make this cleaner and an object instead of a main. Since none of us had much experience with setting up a network we had to do a lot of research and also trying out a lot.				Louis, Jonas	12			
Networkconnection established later than planned.	The network connection between the environment and the map was planned for Wednesday. This gave us 2 days to handle the data in the map application. As the connection was established on Thursday midday there wasn't much time left to handle the data correctly. We responded to create classes that handles the data. The problem here was that we created classes that should be different. After all we have now a small setup for the data handlers, but those needs to be extended next week.								
Image handling wasn't optimal	As the images were loaded in everytime an image was needed, this wasn't optimal. To optimize this, a imageLoader is created that loads in all image files in the resource map. After that the images can be gotten.				Maiko	3			