

Reflection on Iteration #6

Context Project: Health Informatics

Group: House Gryffindor

User Story	Task	Task Assigned To	Estimated Effort per Task (in hours)	Actual Effort per Task (in hours)	Done (yes/no)	Notes	Github Issue #
As a user I want to be able to pick up items and put them down with the manus using physics to that grabbing objects is intuitive and realistic.	Manus Basket Functionality <ul style="list-style-type: none">• Add functionality to pick up basket with manus	Magdalena, Maria	6h each	5h	Yes	Picking up the basket works, adding items to the basket needs fine-tuning.	#34
As a client, I want the system that my customers use to be reliable so that patients can be treated effectively with the simulation.	Kinect Smoothing <ul style="list-style-type: none">• Remove noise and fix several issues, this prevents the kinect model from getting jumbled when	Wing, Matthijs	4h each	4h	Yes	More research has been done but for now we have changed the smoothing parameters.	

	the kinect has trouble with tracking the user.						
As a client, I want the system that my customers use to be reliable so that patients can be treated effectively with the simulation.	Testing <ul style="list-style-type: none"> Test coverage research 	Viktor	4h	2h	Yes	File on google drive now contains found results	#38
	<ul style="list-style-type: none"> Writing more test cases if possible 	Team	5h each	4h	Yes		
As a client, I want the system that my customers use to be reliable and work smoothly so that the patients will be more confident using the system and that they can be treated more effectively with the simulation	Leap Motion Research <ul style="list-style-type: none"> Research (writing code) the leap motion to find out if it can be used to improve hand/arm movements. 	Wing, Magdalena	5h each	4h	Yes	We've done research and decided not to use the leap motion since its range is limited.	#35
As a user I want to be able to pick up items and put them down with the manus using physics to that grabbing objects is intuitive and more realistic.	Grab Physics Improvements <ul style="list-style-type: none"> Add bounding boxes to the fingers of the hand so that the hand will pick up objects more realistically 	Matthijs, Viktor	6h each	5h	Yes		#42
	<ul style="list-style-type: none"> Add inertia to the objects so that they will move more realistically 	Maria	4h	4h	Yes		#36

As a developer, I want to use design principles in my code so that I have a rigid and stable system.	Code Refactoring <ul style="list-style-type: none"> Refactor existing code so that these adhere to the SE practices taught. Improve code according to SIG feedback 	Team	3h each	3h	Yes		#36
		Team	3h each	3h	Yes		
As a developer, I want to have a document explaining the interrelation of core components in the system, so that I know how the system works.	Architecture Design <ul style="list-style-type: none"> Complete the Architecture Design document to the current state of the system. 	Team	1h each	1h	Yes		

Main Problems Encountered

Problem 1 : Unity test runner coverage report

Description: Still no coverage tool found for creating coverage report

Reaction: We will continue to look for a coverage tool, but we are also going to search for alternative solutions