Sprint Backlog, Iteration #5

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 and put them down with the manus using physics to that grabbing objects is intuitive and realistic.	**Grab** - Implement physics based grabbing with both hands. - Add bounding boxes to the hand skeleton to enable physics based grabbing. - Modify the basket code so that it can be picked up using physics. - Manager script that is responsible for initializing specific GameObjects in Unity like the shopping basket, this prevents having to initialize the objects manually for new scenes.	Matthijs	Viktor, Matthijs Matthijs, Wing Magdalena, Maria Viktor	7h each 8h each 7h each 6h	A This is the most important feature for the client. Without this feature the patient can get more confused and uncomfortable during the therapy.
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** - Create test project for testing c# code - Integrate Unity Cloud	Magdalena	Team	7h each	A 20% of our grade. + Proves our code works.

As a user, I want to be able to	**Kinect** - Remove noise: this prevents the kinect model from getting jumbled when the kinect has trouble with tracking the user.	Viktor	Wing, Magdalena	5h each	C Having a recognizable virtual body tracked with kinect is important to feel present in the simulation.
As a user, I want to see **The object act in the virtual environment as they would in the real world. If I pick up an object I want it to fall on the ground.**	**Physics** - Objects have to fall more realistically - Objects need to be neatly placed into the racks	Wing	Wing Maria	4h 6h	B The supermarket simulation will become more realistic because physics objects behave as they should.
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** - Complete the Architecture Design document to the current state of the system.	Maria	Team	1h each	C External users/developers need to now fast how the system works

* Throughout our project, we use the term ‘player’ to denote the patient who will use this product. The term player makes more sense to us when implementing functions because we’re essentially making a game in the game engine Unity which often also uses the term player to denote the controllable entity and its functions.

** We’re calling all of our code ‘scripts’ **for now** because our Architecture Design is not finished yet, and because we’re still somewhat in the beginning stages of the code. Implementing functionalities in Unity is done via scripts, these scripts can be written in such a way that it uses some of the Design Patterns taught in SE. We will try to adhere to these practices as much as possible but some of the more basic functions will be simple scripts.

*** With ‘#h each’, we mean that each team member that is assigned to that task is expected to work that many hours.