Sprint Backlog, Iteration #7

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 hold the basket in one hand and put items in the basket with my other hand so that I can finish faster with shopping.	**Add items to shopping basket** - Improve adding items to the shopping basket by changing the way their positions and rotations are updated.	Maria	Maria, Viktor	5h each	B The client indicated that this is not the most important feature. But it is a must have so it must be done.
As a client, I want the users to be able to pick up items without weird things happening so that they will not feel strange while shopping in the supermarket.	**Improve pick up of items** - Fix the position and rotation of picked up items in the hand. - Make picking up items smoother.	Magdalena	Magdalena, Wing Viktor, Magdalena	6h each 4h each	A This will make the simulation realistic. And this is one of the design goals.
As a user, I want to be able to pick up items using two hands so that grabbing objects feels more realistic.	**Two handed grabbing** - Implement a method to support two handed grabbing: holding objects by placing the hands beneath them.	Matthijs	Matthijs, Maria	5h each	D The main goal is to support picking up with a single hand, but with two hands it will be more realistic.

As a user, I want my body to be represented in the simulation in a recognizable way so that I have a better feeling of presence.	**Represent the user's body** - Add a simple 3D model that represents the user's body.	Wing	Wing, Matthijs	3h each	E This will not add functionality but it will help the development process when visualisation of the body is present.
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** - Writing more test cases	Team	Team	5h each	A 20% of our grade. + Proves our code works.
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.	Viktor	Team	1h each	C External users/developers need to now fast how the system works
As a developer, I want to use design principles in my code so that I have a rigid and stable system.	**Code Refactoring** - Refactor existing code so that these adhere to the SE practices taught. - Improve code according to SIG feedback	Team	Team Team	2h each 2h each	C Code will become more clear, easier to understand

* 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.

Context Project: Health Informatics
Group: House Gryffindor