

# Reflection on Iteration # 8

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 see items realistically placed in my hand when I have picked them up, so that the simulation is more realistic.	<b>Change Position of Objects</b> <ul style="list-style-type: none"><li>- Objects should be picked up only when the user makes a grabbing motion and the hand is touching an object.</li></ul>	Wing	2h	4.5h	yes	Rotations turned out to be harder to correctly implement than expected.	#66
	<ul style="list-style-type: none"><li>- Objects should be translated and rotated so that it looks like the user is holding the object in a realistic manner.</li></ul>	Wing	4h	6h	yes	This also proved to be more difficult than expected because the manus prototype	

						was not accurate enough.	
<b>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.</b>	<b>Architecture Design</b> <ul style="list-style-type: none"> <li>- Complete the Architecture Design document to the current state of the system.</li> </ul>	Team	2h each	1.5h	yes		
<b>As a client, I want to be able to understand the code and use it without spending a lot of time in figuring out how it works so that the code will be easier to understand.</b>	<b>Code Refactoring</b> <ul style="list-style-type: none"> <li>- Refactor existing code so that these adhere to the SE practices taught.</li> <li>- Improve code according to SIG feedback</li> </ul>	Viktor, Matthijs  Magdalena, Maria	3h each  3h each	4.5h  5h	yes  yes	There was a lot to refactor, so we spend a little longer on this than planned.	<b>#67, #69</b>
<b>As a client, I want the system that my customers use to be reliable so that patients can be treated effectively with the simulation</b>	<b>Testing</b> <ul style="list-style-type: none"> <li>- Test coverage manually</li> <li>- Test refactored code</li> </ul>	Viktor, Magdalena  Maria, Matthijs	4.5h each  3h each	6h  6h	yes  yes	This was done simultaneously and took more time because of writing the logging messages.	<b>#68</b>
<b>As a client, I want to know if the product works and what</b>	<b>Testing with Oculus Rift</b>	Team				See Problem 1	

effect it has on users so that we can realistically measure the effectiveness of our product.	- Setup hardware		2h each	5h	yes	Refactoring took more time than expected so we could not user test as planned, this will be done next week.	
	- Make a questionnaire		1.5h each	1h	yes		
	- Test the software with real users		3h each	0h	no		
	- Process the feedback		2h each	0h	no		
As a programmer I need to have the neccesarry project skills so that I understand the group dynamics.	Project Skills Report	Team	2.5 each	4h	yes	Took longer than expected because we underestimated it.	

## Main Problems Encountered

### Problem 1:

Description: The version of the Oculus Rift we used did not work on windows 10. For some people in the project, their version of windows crashed.

Reaction: We installed windows 8.1