Reflection on Iteration # 2

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
As a user, I want to be able to move my hand using the mouse and keyboard, so that I can still interact with the environment without VR Hardware.	Hand movement	Matthijs	2h	1h	yes	We spend less time on this task than estimated because we got access to other hardware (manus vr and leap motion) which made this functionality redundant. We did spend several hours (5 approximately) setting up this new hardware.
As a user, I want to see the hand grabbing objects, so that I know when I am holding an item.	Grabbing animation + boundaries	Viktor	2.5h	0.5h	No	After spending some time on figuring out how to make your own animations, it turned out the manus vr sdk already had a animation for making a fist.
As a user I want to be able to select	Highlight selected object + proximity + parenting	Wing Maria	3h	6h each		Researching the Unity engine and the relevant algorithms was not taken into

objects I want to grab with the camera so that I can grab an item in the simulation.						account, so it took longer than expected.
As a developer, I want to combine all implementations above so that we have a complete prototype.	Combining everything	Wing Magdalena	3h	5h each	yes	
As a developer, I want to have a document explaining the concepts of the project, so that I have a clearer understanding of the project.	Finish Product Vision	Maria Magdalena Viktor	3h	4h each	yes	
As a developer, I want to have a clear view of the planning of the project so that the client is informed of our schedules.	Finish product planning	Team	3h	3h each	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	Architecture Design	Viktor	1h	2h	yes	This is still an ongoing process because it was a draft version.

system works						
As a developer, I want to improve my project skills so that the team cooperates better.	Project Skills assignment	Team	5h	3h each	yes	
As a client I want to be able to navigate within a static and stable environment so that the simulation feels realistic.	Create Static Environment	Wing	2h	3h	yes	
As a client I want to be able to interact with objects in the simulation so that the simulation feels realistic.	Create Dynamic Objects	Magdalena	2.5h	2h	yes	

Additional hours worked

The hours logged for each task are not representative for the total amount of hours worked. We have also planned meetings in which we gather to discuss the Sprint Backlogs, Sprint Reflections and worked on (unplanned) tasks that were not in the Sprint backlog but were necessary for the development of the project. These hours we've spent as a team so each member has also worked these additional hours.

Day	Event	Hours
Wednesday	Hardware was available for us for the first time. We decided to stop current progress (emulating VR hardware using mouse and keyboard) and use the hardware instead since it made the other functionality redundant	6h
Friday	We've worked on the Reflection on Iteration #2 and Sprintplan #3	3h

Main Problems Encountered

Problem 1

Description: We couldn't work on Thursday because it was Liberation Day as well as Friday as it was University Vacation.
Reaction: We worked more at home and made the sprint reflection #2, sprint backlog #3 online.

Adjustments for the next Sprint

We've received feedback on our previous sprint backlogs and sprint reflections, the things that we're doing differently are:
- Defining the tasks in the sprint backlogs more explicitly so that it's precisely clear what each tasks are and how to finish them.
- We will count the meetup hours and clearly log the amount of hours logged in the sprint reflections so that this reflects the actual hours worked.