Sprint Backlog, Iteration #6

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.	**Manus Basket Functionality** - Add functionality to pick up basket with manus	Viktor	Magdalena, Maria	6h each	A Primary objective of this sprint, supermarket will become more realistic.
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** - Remove noise and fix several issues, this prevents the kinect model from getting jumbled when the kinect has trouble with tracking the user.	Wing	Wing, Matthijs	4h each	C Having a recognizable and stable virtual body tracked with kinect is important to feel present in the simulation
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** - Test coverage research - Writing more test cases if possible	Team	Viktor Team	4h 5h each	A 20% of our grade. + Proves our code works.

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** - Research (writing code) the leap motion to find out if it can be used to improve hand/arm movements.	Magdalena	Wing, Magdalena	5h each	D It will maybe add more functionality and stability to the current state of the project
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** - Add bounding boxes to the fingers of the hand so that the hand will pick up objects more realistically - Add inertia to the objects so that they will move more realistically	Matthijs	Matthijs, Viktor Maria	6h each 4h	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 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	Maria	Team Team	3h each 3h each	C Code will become more clear, easier to understand

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.	Team	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.

Context Project: Health Informatics
Group: House Gryffindor