Sprint Backlog, Iteration #3

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 have a body in the Virtual Environment and be able to move it, so that I know where I am in that environment.	**Represent the player's* body in the simulation**	Wing			
	- Create a 3D mesh in Blender that represents the player* and import it to Unity.		Wing	1h	D
	- Create an armature (3D skeleton) in Blender for the player mesh so that the mesh can be controlled with Kinect and import it to Unity.		Wing	1h	A
	- Create scripts** to make the player mesh & armature move accordingly with the Kinect as input.		Wing & Viktor	7h each***	A
As a user, I want to have a virtual hand with fingers, so that I can more easily interact with the environment.	**Represent the player's hand in the simulation**	Matthijs			
	- Create a 3D mesh in Blender that represents the hand, combine it with the mesh of the body and import it to Unity.		Matthijs	3.5h	D
	- Create an armature (3D skeleton) in Blender for the hand mesh so that the mesh can be controlled with Manus-VR and import it to Unity.		Matthijs	3.5h	A
	- Create scripts to make the hand mesh & armature move accordingly with the Manus-VR.		Matthijs & Wing	5h each	A

As a user, I want to be able to pickup and drop objects, so that I can have a real supermarket experience.	**Grabbing objects** - Create scripts to have the player grab objects in the simulation using Manus-VR - Create scripts to have the player drop object in the simulation using Manus-VR - Create scripts to make dropped objects go back into the supermarket racks neatly - Create scripts to detect boundaries of objects so that the simulated hand doesn't go through the object when the user grabs too tightly with the Manus-VR gloves.	Maria	 Wing & Matthijs Maria Maria Viktor	 3h each 4.5h 4h 3.5h	 B B C C
As a user I want to be able to hold the shopping basket so that I can put items in it.	**Shopping basket** - Create scripts to have the player grab the shopping basket using the Kinect - Create scripts to let the player drop objects into the basket.	Magdalena	 Magdalena Magdalena	 5h 3.5h	 C B
As a developer, I want to use design principles in my code so that I have a rigid and stable system.	**Design Principles** - Refactor existing code (if possible) so that these adhere to the SE practices taught.	Viktor	 Team	 4h each	 A
As a developer, I want to have a document explaining the interrelation of core components in the system, so that I know	**Architecture Design** - Complete the Architecture Design document to the current state of the system.	Team	Team	4h each	D

how the system works.					
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** - Add testing tools that facilitate assertions, integration testing, and unit testing. - Test existing code for playercontroller and grabbingcontroller.	Viktor	 Maria Viktor & Maria	 3h 4.5h each	 A B
As a user I want to be able to interact with the objects and be able to move and interact within a stable environment.	**Finish the 3D environment for the simulation** - Finish static scene (3D supermarket layout model). - Add a few more dynamic objects that the player can grab and drop (supermarket items).	Magdalena	 Magdalena Magdalena	 4h 3h	 C B

* 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