

Sprint Backlog, Iteration #4

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 control movement by using different hand gestures, so that I can move around by myself	Hand gesture based movement <ul style="list-style-type: none"> Create code for turning left and right based on different gestures. Create code for moving forward and backward on different gestures. 	Wing	Wing, Matthijs Viktor	3h each 4h	D Only useable for the developer, not for the client.
As a user, I want to be able to pickup and drop objects, so that I can have a real supermarket experience.	Object pickup <ul style="list-style-type: none"> When an object is picked up it should look like the user is actually holding the object inside his hand. The user should get some kind of feedback when an object is picked up 	Matthijs	Wing Matthijs	6h 4h	C This does not affect the crucial functionality of the code
As a user I want to be able to pick up the basket with my hand and to use a shopping cart in the supermarket	Basket functionality <ul style="list-style-type: none"> When multiple objects are put in the basket it should look like they are next to each other Add functionality to pick up basket with manus Add shopping cart with the same basic functionalities as the basket 	Magdalena	Magdalena Magdalena Viktor	5h 3h 4h	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.	Testing <ul style="list-style-type: none"> - Create test project for testing c# code - Integrate Unity Cloud 	Maria	Team Maria	7h each 3h	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 <ul style="list-style-type: none"> - Complete the Architecture Design document to the current state of the system. 	Viktor	Viktor	1.5h	B External users/developers need to now fast how the system works
As a user I want to feel like i'm shopping in a real supermarket	3D scene and objects <ul style="list-style-type: none"> - Make a shopping cart - Modify the environment so that the user can go to the counter and buy something 	Maria	Maria Maria	3h 3h	C Supermarket will become more realistic. But this is not the main objective
As a developer, I want to use design principles in my code so that I have a rigid and stable system.	Design Principles <ul style="list-style-type: none"> - Refactor existing code (if possible) so that these adhere to the SE practices taught. 	Team	Team	4h	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.

Group: House Gryffindor