Reflection on Iteration # 5

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 be able to pick up items and put them down with the manus using physics to that grabbing objects is intuitive and realistic.	**Grab** ● Implement physics based grabbing with both hands. ● Add bounding boxes to the hand skeleton to enable physics based grabbing. ● Modify the basket code so that it can be picked up using physics.	Viktor, Matthijs Matthijs, Wing Magdalena, Maria	7h each 8h each 7h each	5h 6h 6h	yes yes yes	We will continue improving this in sprint #6	#23

	● Manager script that is responsible for initializing specific GameObjects in Unity like the shopping basket, this prevents having to initialize the objects manually for new scenes.	Viktor	6h	5h	yes	Manager script also contains global settings for enabling features (hand gesture based movement etc.)	
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** ● Create test project for testing c# code ● Integrate Unity Cloud	Team	7h each	6h each	yes yes	We will continue with testing in the next sprint.	#13
As a client, I want the kinect to reliably track the patient's body so that the simulation feels more realistic to the patient.	**Kinect** ● Remove noise: this prevents the kinect model from getting jumbled when the kinect has trouble with tracking the user.	Wing, Magdalena	5h each	4h	yes	We did research on this and tried some things, but it was not successful, so we will continue in the next sprint	commit id: f3dfaf6952 46c5631699 2ed8b5290e ad8f775961
As a user, I want to see The object act in the virtual environment as they would in the real world. If I pick up an	**Physics** ● Objects have to fall more realistically	Wing	4h	3h	yes		#23

object I want it to fall on the ground.	● Objects need to be neatly placed into the racks	Maria	6h	4h	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 system works.	**Architecture Design** ● Complete the Architecture Design document to the current state of the system.	Team	1h each	30 min	yes		

Main Problems Encountered

Problem 1 :

Description: There is no code coverage tool for NUnit tests in Unity. But we have to show our test coverage report.

Reaction: We are continuing our search for a solution and keeping track of all the options we have explored so we can support the lack of a coverage tool in the event we never find a solution.

Problem 2 :

Description: Unity cloud build can only create builds on the master branch, so we do not know if a branch will fail the build before merging with the master branch. Unity cloud does not start the build automatically

Reaction: After a merge to the master branch, we start the build manually. There is no solution for building on different branches.