Sprint Backlog, Iteration #8

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 see items realistically placed in my hand when I have picked them up, so that the simulation is more realisctic.	**Change Position of Objects** - Objects should be picked up only when the user makes a grabbing motion and the hand is touching an object. - Objects should be translated and rotated so that it looks like the user is holding the object in a realistic manner.	Magdalena	Wing Wing	2h 4h	A This is important because it improves the realism of the simulation, something the customer has indicated as top priority.

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.	Viktor	Team	2h each	C External users/developers need to now fast how the system works.
As a client, I want to be able to understand the code and use it without spending a lot of time in figuring out how it works so that the code will be easier to understand.	**Code Refactoring** - Refactor existing code so that these adhere to the SE practices taught. - Improve code according to SIG feedback	Magdalena	Viktor, Matthijs Magdalena, Maria	3h each 3h each	B Code will become more clear, easier to understand, but almost everything is refactored according to SIG
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 manually - Test refactored code	Matthijs	Viktor, Magdalena Maria, Matthijs	4.5h each 3h each	A 20% of our grade. + Proves our code works.
As a client, I want to know if the product works and what effect it has on users so that we can realistically measure	**Testing with Oculus Rift** - Setup hardware - Make a questionaire - Test the software with real users	Maria	Team	2h each 1.5h each 3h each	B This will make clear how realistic and understandable our program is for potential users.

the effectiveness of our product.	- Process the feedback			2h each	
As a programmer I need to have the neccesarry project skills so that I understand the group dynamics.	**Project Skills Report**	Team	Team	2.5 each	A This week is the final deadline for this report.

* 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