Převedení vizualizace scény pro rehabilitaci paže pomocí rehabilitačního robota do virtuální reality (ČVUT-KIV) - Virtual Surreality - Iteration backlog

#	Fronta	Stav	Priorita	Předmět	Přiřazeno	Odhadovaná doba	% Hotovo
9005	Task	Closed	Normal	Final meeting with mentor	Oto Šťáva	6.00	100
9004	Task	Closed	Normal	Final demo, handover (and preparations)	Oto Šťáva	4.00	100
9003	Task	Closed	Normal	Client configuration	Jakub Hejman	4.00	100
9002	Task	Closed	Normal	Analyze licensing and add more visual scenes to the VR application	Miloslav Kovář	3.00	100
9001	Task	Closed	Normal	Create a basic setup menu/launcher for VR application	Oto Šťáva	2.00	100
9000	Task	Closed	Normal	On-site testing	Oto Šťáva	9.00	100
8999	Task	Closed	Normal	Iteration 6 - Mid-iteration standup	Oto Šťáva	1.50	100
8987	Task	Closed	Normal	Iteration 5 Retro + Iteration 6 Planning	Oto Šťáva	3.00	100
8986	Task	Closed	Normal	Iteration 5 - Review	Oto Šťáva	3.00	0
8985	Task	Closed	Normal	Iteration 5 - Demo	Oto Šťáva	1.50	100
8908	Task	Closed	Normal	Make Unity work with HTC Vive	Oto Šťáva	3.00	100
8907	Task	Closed	Normal	Run VR application with the headset	Miloslav Kovář	1.00	100
8906	Task	Closed	Normal	Client and server refactoring	Oto Šťáva	2.00	100
8905	Task	Closed	Normal	Client configuration	Jakub Hejman	2.00	0
8904	Task	Closed	Normal	Improve visualization	Jakub Hejman	2.00	100
8903	Task	Closed	Normal	Analyze and create a basic setup menu for VR application	Oto Šťáva	3.00	0
8902	Task	Closed	Normal	Create base system for changeable scenes	Miloslav Kovář	2.00	100
8901	Task	Closed	Normal	Show connection status messages in the VR world	Miloslav Kovář	2.00	100
8900	Task	Closed	Normal	Client reconnection	Oto Šťáva	2.00	100
8899	Task	Closed	Normal	Stabilize client-to-server data reception	Jakub Hejman	4.00	100
8898	Task	Closed	Normal	Iteration 5 - Mid-iteration standup	Oto Šťáva	1.50	100
8897	Task	Closed	Normal	Iteration 4 Retro + Iteration 5 Planning	Oto Šťáva	3.00	100
8747	Bug	Closed	Normal	Protocol - Example is written as big-endian	Oto Šťáva	0.50	100
8744	Task	Closed	Normal	Iteration 4 - Review	Oto Šťáva	3.00	100
8743	Task	Closed	Normal	Iteration 4 - Demo	Oto Šťáva	3.00	100
8742	Task	Closed	Normal	Iteration 4 Retro + Iteration 5 Planning	Oto Šťáva	3.00	0
8741	Task	Closed	Normal	Iteration 4 - Mid-iteration standup	Oto Šťáva	1.50	0
8740	Task	Closed	Normal	Implement client-to-server preamble and pings	Oto Šťáva	2.00	70
8739	Task	Closed	Normal	Visualization in Unity	Miloslav Kovář	6.00	100
8738	Task	Closed	Normal	Implement additional messages (client)	Miloslav Kovář	2.00	100
8737	Task	Closed	Normal	Define additional protocol messages	Oto Šťáva	2.00	100

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8736	Task	Closed	Normal	Implement additional messages (server)	Jakub Hejman	2.00	100
8735	Task	Closed	Normal	Allow server to receive data from clients	Jakub Hejman	4.00	80
8734	Task	Closed	Normal	Implement server-to-client preamble	Jakub Hejman	1.00	100
8733	Task	Closed	Normal	Move protoclient into Unity	Oto Šťáva	1.00	100
8632	Task	Closed	Normal	Create plan for whole project	Oto Šťáva	3.00	100
8631	Task	Closed	Normal	Specify protocol messages for arm position	Oto Šťáva	1.00	100
8630	Task	Closed	Normal	Start data client implementation	Miloslav Kovář	8.00	100
8629	Task	Closed	Normal	Start data server implementation	Jakub Hejman	8.00	100
8628	Task	Closed	Normal	Iteration 3 - Redmine housekeeping	Oto Šťáva	1.00	100
8627	Task	Closed	Normal	Finalize Vision document (replanned)	Oto Šťáva	1.00	100
8626	Task	Closed	Normal	Architecture document (v1) (replanned)	Oto Šťáva	2.00	100
8625	Task	Closed	Normal	Iteration 3 - Review	Oto Šťáva	3.00	100
8624	Task	Closed	Normal	Iteration 3 - Demo	Oto Šťáva	3.00	100
8623	Task	Closed	Normal	Iteration 3 - Mid-iteration standup	Oto Šťáva	1.50	100
8622	Task	Closed	Normal	Iteration 3 Retro + Iteration 4 Planning	Oto Šťáva	3.00	100
8508	Task	Closed	Normal	Analyze connection between Unity and the original Qt application (2)	Oto Šťáva	6.00	100
8507	Task	Closed	Normal	Architecture document (v1)	Oto Šťáva	3.00	20
8506	Task	Closed	Normal	Finalize Vision document	Oto Šťáva	1.00	0
8505	Task	Closed	Normal	Analyze trajectory curve rendering	Jakub Hejman	5.00	100
8504	Task	Closed	Normal	Find ways to debug Qt application	Miloslav Kovář	5.00	100
8503	Task	Closed	Normal	Iteration 2 - Redmine housekeeping	Oto Šťáva		0
8502	Task	Closed	Normal	Iteration 2 - Review	Oto Šťáva	1.50	100
8501	Task	Closed	Normal	Iteration 1 - Review	Oto Šťáva	3.00	100
8500	Task	Closed	Normal	Iteration 2 - Mid-iteration standup	Oto Šťáva	1.50	100
8499	Task	Closed	Normal	Iteration 2 - Retro	Oto Šťáva	1.50	100
8498	Task	Closed	Normal	Iteration 2 - Demo	Oto Šťáva	3.00	100
8497	Task	Closed	Normal	Iteration 2 - Planning	Oto Šťáva	1.50	100
8412	Task	Closed	Normal	Local environment setup meeting	Jakub Hejman	15.50	100
8344	Task	Closed	Normal	Iteration 1 - Mid-iteration standup	Oto Šťáva	1.50	100
8335	Task	Closed	Normal	Analyze connection between Unity and the original Qt application	Oto Šťáva	8.00	10
8326	Task	Closed	Normal	Create base Unity project	Oto Šťáva	2.00	100
8325	Task	Closed	Normal	Pick version of Unity Engine	Oto Šťáva		100
8324	Task	Closed	Normal	Iteration 1 - Retro	Oto Šťáva	1.50	100

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8323	Task	Closed	Normal	Iteration 1 - Demo	Oto Šťáva	3.00	100
8322	Task	Invalid	Normal	Requirements document (v1)	Oto Šťáva	4.00	0
8321	Task	Closed	Normal	Vision document (v1)	Oto Šťáva	4.00	100
8320	Task	Closed	Normal	Iteration 1 - Planning	Oto Šťáva	3.00	100
8291	Task	Closed	Normal	Meeting with the ČVUT client	Oto Šťáva	3.00	100
8290	Task	Closed	Normal	"Battle plan" discussion meeting	Oto Šťáva	4.50	100
8254	Task	Closed	Normal	Initialization meeting with the client	Oto Šťáva	3.00	100
8253	Task	Closed	Normal	Initialization meeting with ASWI mentor	Oto Šťáva	3.00	100