

Sprint Retrospective Iteration #8

| User Story | Task | Member responsible for the task | Task Assigned To | Estimated Effort per Task <i>(in hours)</i> | Priority (A—E) <i>(A is highest)</i> | Actual effort per task | Done | Notes |
|---|--|--|------------------|--|---|-------------------------|------|---|
| 1: As a housing corporation agent I want to have access to all percepts from the environment and all indicators that will be useful to me so that I can function in the best way possible | Complete event module so that all useful available percepts are being inserted | Lisette | Lisette | 3 | A, should be done soon so that the agent can function in the best way possible | 5 | Yes | |
| | Expand the knowledge base so that the agent has access to all useful indicators, needed for its strategy to buy and sell land, as well as constructing and demolishing buildings | Lisette | Marco | 4 | A, should be done soon so that the agent has access to required information | 2 | Yes | |
| | | | Lisette | | | 2 | | |
| | Research which indicators are updated in the environment of the Tygron engine for which actions are undertaken. e.g. what can we do to perform optimally | Joshua | Joshua | 4 | A, should be done asap so that we can continue to work with indicators | 3 | Yes | |
| 2: As a housing corporation agent I want to be able to react on denials or approvals of sell/buy requests so that I can adjust my strategy based on other stakeholders' responses. | Handle requests percept in the agent | Marco | Marco | 1 | A, Required for addition strategy | 0 | Yes | Also default answer for requests that have only one answer available. |
| | | | Matthijs | | | 0 | | |
| | | | Ronald | | | 3 | | |
| | Implement additional strategy for buying land when a reaction has been received | Ronald | Marco | 0 | B | 4 | Yes | |
| | | | Matthijs | 4 | | 0 | | |
| | | | Ronald | | | 4 | | |
| | Implement additional strategy for selling land when a reaction has been received | Lisette | Marco | 0 | B | 3 | Yes | |
| | | | Joshua | 4 | | 0 | | |
| | | | Lisette | | | 5 | | |
| | 3. As a developer I want tests so that my bot is reliable | Write tests for the features you're implementing this sprint | Matthijs | Marco | 3 | B, testing is important | 0 | Yes |
| Matthijs | | | | 4 | | | | |
| Ronald | | | | 0 | | | | |
| Joshua | | | | 0 | | | | |
| Lisette | | | | 2 | | | | |
| 4: As a housing corporation agent I want to reach my metrics | Implement strategy for upgrading buildings | Joshua | Ronald | 8 | A, Important feature for more complicated behaviour of the agent which is currently very poor | 5 | Yes | |
| | | | Joshua | | | 3 | | |
| | Implement strategy for when and how to sell land | Lisette | Marco | 0 | B, Important feature for more complicated behaviour of the agent, already has some strategy implemented | 1 | Yes | |
| | | | Lisette | 6 | | 8 | | |
| 5: As a user I want an agent that behaves humanlike so that it can successfully replace a player | Delay cycles so the agent reacts in a humanlike pace | Joshua | Joshua | 2 | C, Would be very nice to have but does not add main functionality | 1 | No | This will be done this weekend, as late as possible to not obstruct testing the bot quickly |
| | Adjust buying and selling land to be more localized | Matthijs | Matthijs | 6 | C, Would be very nice to have but does not add main functionality | 0 | No | Much time went into bugfixes which caused lower priority tasks to be dropped. |
| | | | Ronald | | | 0 | | |
| | Adjust constructing and demolishing to be more localized | Matthijs | Marco | 6 | C, Would be very nice to have but does not add main functionality | 0 | No | Much time went into bugfixes which caused lower priority tasks to be dropped. |
| | | | Matthijs | | | 0 | | |

| | | | | | | | | |
|------------------|---|---------|--|---|--|----|-----|---|
| 6. Miscellaneous | Go to Tygron | Marco | Marco | 4 | C: Lots of communication between groups happens at Tygron, so being present at Tygron has a good impact on keeping the communication between groups as smooth as possible. | 3 | Yes | |
| | Sprint Plan & Sprint Retrospective & Sprint meeting | Lisette | Marco, Matthijs, Ronald, Joshua, Lisette | 4 | A | 5 | Yes | |
| | Architecture Design | Marco | Marco, Ronald, Lisette | 3 | C | 2 | Yes | |
| | Reviewing pull requests | Nobody | Marco | 4 | B, important for progress in the project but has not dependent tasks | 5 | Yes | |
| | | | Matthijs | | | 4 | | |
| | | | Ronald | | | 5 | | |
| | | | Joshua | | | 4 | | |
| | | | Lisette | | | 3 | | |
| | Evening Meetings over Discord Voice Chat | Nobody | Marco | 3 | A, The meetings are to make sure nobody stays behind during the week. | 1 | Yes | Some online meetings were skipped because the more frequent physical meetings |
| | | | Matthijs | | | 1 | | |
| | | | Ronald | | | 1 | | |
| | | | Joshua | | | 0 | | |
| | | | Lisette | | | 1 | | |
| | Write draft report | Joshua | Marco | 3 | B, is due on thursday and we could use the feedback | 2 | Yes | |
| | | | Matthijs | | | 6 | | |
| | | | Joshua | | | 8 | | |
| | | | Lisette | | | 6 | | |
| | Demo and test with other groups | Nobody | Marco, Ronald, Joshua, Lisette | 0 | None, task was added later | 2 | Yes | Demo was planned at the meeting with all groups |
| | Bugfixes / Refactoring / Maintaining code | Nobody | Marco | 0 | None, task was added later | 10 | | A lot of bugs were introduced due to merges |
| | | | Ronald | | | 12 | | |

Context Project:
Virtual Humans for
Serious Gaming

Group: CodeFox

Main Problems Encountered

Problem 1

Description: People did not attend the group meeting on Wednesday

Reaction: Communicating this to other teams and making sure that the absent people know that this is not acceptable without proper communication beforehand.

Problem 2

Description: People were doing other people's tasks

Reaction: This was communicated who was doing which tasks in order to minimise duplicate work. No further reaction was taken because things really needed to be done this sprint

Problem 3

Description: Certain tasks for this week were not completed

Reaction: Some tasks are impossible with the current state of the connector, and it's too late to bring the connector up to par to what we need. Also a lot of bugs were encountered so our attention was directed to that.

Problem 3

Description: Bugs were introduced because of incorrect merge conflict solving

Reaction: The bugs were fixed

Adjustments for the next Sprint

Don't assign tasks that require work in the connector. The connector is final in it's current state.

Pay more attention when solving merge conflicts