# **Sprint Retrospective Iteration #8**

User Story	Task	Member responsible for the task	Task Assigned To	Estimated Effort per Task	Priority (A—E)	Actual effort per task	Done	Notes
				(in hours)	(A is highest)			
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 avalaible 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	
	demolishing buildings	Lisette	Marco	4	A, should be done soon so that the agent has access to required information	2	Yes	
			Lisette			2	res	
	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	
			Marco		A, Required for addition strategy	0		
	Handle requests percept in the agent	Marco		1		0	Yes	Also default answer for requests that have only one answer available.
2: As a housing			Matthijs					
corporation agent I want to be able to			Ronald	0		3		
react on denials or	Implement additional strategy		Marco	0		4		
approvals of sell/buy requests	for buying land when a reaction has been received	Ronald	Matthijs	4	В	0	Yes	
so that I can adjust my strategy based on			Ronald	-		4		
other stakeholders'			Marco	0		3		
responses.	Implement additional strategy for selling land when a reaction has been received	Lisette	Joshua	- 4	В	0	Yes	
			Lisette			5		
	Write tests for the features you're implementing this sprint	Matthijs		3	B, testing is important	0		
			Marco Matthijs			4	Yes	Alot of features related to
3. As a developer I want tests so that my bot is reliable			Ronald			0		requests could not be tested automatically, these were
			Joshua			0		tested manualy. Manual tests
			Lisette			2		are not considered in this task.
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	5	Yes	
			Joshua		agent which is currently very poor	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	
			ividttillJS			U		Much time went into bugfixes which caused lower priority
			Ronald			0		tasks to be dropped.
	Adjust constructing and demolishing to be more localized	Matthijs	Marco 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.

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	А	5	Yes	
	Architecture Design	Marco	Marco, Ronald, Lisette	3	С	2	Yes	
	Reviewing pull requests	Nobody	Marco Matthijs Ronald Joshua Lisette	4	B, important for progress in the project but has not dependent tasks	5 4 5 4 3	Yes	
	Evening Meetings over Discord Voice Chat	Nobody	Marco Matthijs Ronald Joshua Lisette	3	A, The meetings are to make sure nobody stays behind during the week.	1 1 1 0	Yes	Some online meetings were skipped because the more frequent physical meetings
	Write draft report	Joshua	Marco Matthijs Joshua Lisette	3	B, is due on thursday and we could use the feedback	2 6 8 6	Yes	
	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 Ronald	0	None, task was added later	10 12		Alot of bugs were introduced due to merges

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 4

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