

# Sprint Backlog, Iteration # 3

| User Story  | Task  | Member responsible for the task | Task Assigned To                         | Estimated Effort per Task<br><i>(in hours per assigned member)</i> | Priority (A—E)<br><i>(A is highest)</i> |
|---|---|---------------------------------|--|--|---|
| As a developer I want a working version of our virtual human, so I can develop and improve it.                  | Apply continuous integration                                  | Marco                           | Marco, Joshua                            | 4  | A                                       |
|   | Define the agent within the project and make it initializable | Lisette                         | Marco, Joshua, Matthijs, Lisette, Ronald | 3  | A                                       |
|   | Add main structure to the agent                               | Matthijs                        | Marco, Joshua, Matthijs, Lisette, Ronald | 5  | B                                       |
| As a housing corporation agent I want to be able to use indicator metrics So that I can evaluate my performance | Design sensible metrics                                       | Joshua                          | Joshua, Matthijs                         | 3  | A                                       |
|   | Implement functionality to derive indicators from environment | Ronald                          | Marco, Joshua, Matthijs, Lisette, Ronald | 4  | B                                       |
|   | Determine weights for good metrics evaluation                 | Ronald                          | Ronald, Marco, Lisette                   | 3  | C                                       |
| As a housing corporation agent I want to be able to do basic actions, so I can interact with the environment.   | Create ability to interpret occurring events                  | Marco                           | Marco                                    | 2  | B                                       |
|   | Implement simple decision making                              | Lisette                         | Lisette, Matthijs                        | 3  | B                                       |
|   | Implement simple actions to execute based on decisions made   | Joshua                          | Joshua, Ronald                           | 2  | C                                       |

|  |   |          |  |   |   |
|--|---|----------|--|---|---|
| Architecture design  | Use feedback to develop architecture design | Matthijs | Marco, Joshua, Matthijs, Lisette, Ronald | 3 | A |
| As a member of this project group I want to go to Tygron to discuss matters with the owner of the product, So I can get feedback on our progress | Go to Tygron                                | Lisette  | Lisette, Ronald                          | 3 | A |

Context Project:  
Virtual Humans for  
Serious Gaming  
Group: CodeFox