Sprint Retrospective, Iteration # 3

User Story	Task	Member responsible for the task	Task Assigned To	Estimated Effort per Task (in hours per assigned member)	Actual effort per task	Done	Notes
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	4	yes	none
	Define the agent within the project and make it initializable	Lisette	Marco, Joshua, Matthijs, Lisette, Ronald	3	1	yes	The provided example agent was already initializable
	Add main structure to the agent	Matthijs	Marco, Joshua, Matthijs, Lisette, Ronald	5	2	no	The connector was extremely lacking in functionality, so it wasn't possible to do this task. The time was spent getting comfortable within the GOAL environment with the possible perceptions and actions
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	2	no	It was unwise to assign this task to Joshua as responsible member, as he wasn't present at the meeting where feedback was given for the metrics.
	Implement functionality to derive indicators from enviortment	Ronald	Marco, Joshua, Matthijs, Lisette, Ronald	4	3	no	The connector was extremely lacking in functionality, so it wasn't possible to do this task. The time was spent reading documentation in preperation for this task.
	Determine weights for good metrics evaluation	Ronald	Ronald, Marco, Lisette	3	2	no	To complete a sensible weight distribution we needed a more complete set of metrics.
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 occuring events	Marco	Marco	2	2	no	The connector was extremely lacking in functionality, so it wasn't possible to do this task. The time was spent reading documentation in preperation for this task.
	Implement simple decision making	Lisette	Lisette, Matthijs	3	0	no	The connector was extremely lacking in functionality, so it wasn't possible to do this task.
	Implement simple actions to execute based on decisions made	Joshua	Joshua, Ronald	2	0	no	The connector was extremely lacking in functionality, so it wasn't possible to do this task.
Architecture design	Use feedback to develop architecture design	Matthijs	Marco, Joshua, Matthijs, Lisette, Ronald	3	3	yes	No feedback was given. Instead changes were made according to our own judgement and new items were added

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	5	yes	
As a group we want to make a Sprint plan and retrospective so we are correctly applying software engineering aspects.	Sprint plan		Marco, Joshua, Matthijs, Lisette, Ronald	1,5	1,5	Yes	
	Sprint Retrospective		Marco, Joshua, Matthijs, Lisette, Ronald	1,5	1,5	Yes	

Context Project:
Virtual Humans for
Serious Gaming

Group: CodeFox

Main Problems Encountered

Problem 1

Description:

The connector was embarrassingly less developped than we assumed. With a connector that has had so much work put into it, we expected that it was able to do quite a bit more than it is able to now, which did not satisfy the needs for our sprint plan. This problem delayed the following tasks of our sprint plan

Creating our agent's main structure - the amount of percepts and actions weren't satisfiable to build a main structure.

Implement functionality to derive indicators from environment - We weren't aware that deriving the indicators from the environment was not possible with the current percepts available from the connector.

Create ability to interpret occuring events - No meaningful events were able to occur in the current environment.

Implement simple decision making - This task relied on the the ability to interpret the environment so there was information to base decision making on.

Implement simple actions to execute based on decisions made - This task relied on the implemented decision making.

Reaction:

Because we couldn't spent time without achieving our sprint tasks, we instead spent more time on trying to understand as much as possible about the agent and it's environment.

Problem 2

Description: Due to problems encountered with tasks were not as dedicated as possible

Reaction: We spent less time in total than assigned. We will be making up for the loss of time in the coming weeks

Problem 3

Description: A joint repository was made between all groups to work on the EIS Connector, this was a plan proposed by Frank who wasn't aware of the fact that Sander has to evaluate our repositories per group.

Reaction: After the talk with the SA's on friday we are going back to the previous plan of having multiple forks which can be evaluated seperately.

Adjustments for the next Sprint

Now that we are fully aware of the current state of the connector and after a clear discussion on wednesday with Joost we will be taking a different approach to the project. In the coming weeks we will be more focussed on the connector to expand the goal functionality and instead of waiting for the tools to build the agent there will be more focus on theorycrafting, as the tools will become available throughout the next few weeks we will be extending the agent's functionality in the direction we fit best.

We will be making use of issues on github from now on to make sure that teams will not be assigned to creating the same parts of the EIS Connector