

# Sprint Retrospective, Iteration #4

User Story	Task	Member responsible for the task	Task Assigned To	Estimated Effort per Task (in hours)	Actual effort per task	Done	Notes
As a developer I want my agent to be able to utilize percepts and functions required for its business plan	Complete overview of percepts that the agent needs to make use of	Lisette	Marco, Matthijs, Ronald, Joshua, Lisette	2	3	Yes	
	Communicate with other groups to decide which percepts to implement in the EIS Connector	Marco	Marco	3	3	Yes	
	Implement the ability to receive percepts in the EIS Connector	Joshua	Joshua, Marco	10	13	No	upgrade_types can be improved, zone_link is not done yet
As an agent I want to have a solid strategy	Construct a business plan for the agent	Ronald	Lisette, Ronald	5	5	Yes	
	Implement basic strategy for the agent in GOAL	Matthijs	Matthijs, Ronald, Lisette	5	2	No	With a restricted access to actions and percepts in the bot it was hard to implement a functional basic strategy.
	Implement the ability to receive percepts in the GOAL agent	Matthijs	Matthijs, Ronald, Lisette	4	5	Yes	Marco was involved
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	4	2	No	Primarily designed a concept to improve the metrics but no real implementations were made in the Tygron engine
	Implement functionality to derive indicators from environment	Ronald	Marco, Matthijs, Ronald, Joshua, Lisette	4	3	No	We have decided that alot of the work will be executed in the environment instead
	Determine weights for good metrics evaluation	Ronald	Ronald, Joshua, Lisette	3	4	Yes	Weights are not yet final and can change later on, Matthijs was involved
Miscellaneous	Go to Tygron	Marco	Marco, Matthijs (if available)	4	4 (only by Marco)	Yes	Matthijs was not feeling well so Marco went to Tygron on his own
	Sprint Plan & Sprint Retrospective	Lisette	Marco, Matthijs, Ronald, Joshua, Lisette	2	2	Yes	Done during the meeting
	Architecture Design	Lisette	Marco, Matthijs, Ronald, Joshua, Lisette	3	1	Yes	

Context Project:  
Virtual Humans for  
Serious Gaming  
Group: CodeFox

## Main Problems Encountered

### Problem 1

Description: Team members were dependent on the work of others which was not completed and for that work they did not receive clear communication about it's progress.

Reaction: We did not spend as much time as was assigned, this was because we were waiting for eachother instead of making progress.

### Problem 2

Description: Only tasks related to the connector have been committed in a repository so there was no complete history available that represented the work each members had put into the project.

Reaction: The repository was only used by members that were assigned to the contribution of the EIS-connector.

## Problem 3

Description: Branch control was not optimal

Reaction: There were some weird named and unused branches in the code, we didn't delete the unused branches and there were no clear pull requests.

### Adjustments for the next Sprint

Every single deliverable should be committed to the repository in an individual branch created by the contributor of the deliverable. Also every team member should commit changes to the connector whenever they require more functionality that has not been issued yet.

We have agreed to meet daily using voice communication to avoid dependencies between team members.

We commit our pull requests in time so that everyone can inspect them thoroughly before accepting or declining the pull request.

An issue system is in use to make sure other teams are aware of any work on the connector and which features you require.