

Sprint Reflection Week #8

Context: Virtual Humans for Serious Gaming
Group: Connector
Due: 12th of June

Effort in points from scale one to ten. Ten will cost the most time, one the least.

Task	Assigned to	Estimated effort	Actual Effort	Done	Notes
Further restructure codebase with correct dependencies	Paul/Dereck	7pp	7	Yes	Major parts refactored. Other things on next sprint plan.
Full documentation for goal available actions/percepts	Harm	2	2	Yes	
Updating the EAD	Dereck/Harm	2pp	0	No	Will be done after further structure changes next week.
Updating other documentation (document design choices, main structure of project)	Joe/Harm	3pp	1	Partly	
Refine actions & pop up handling	Natasa	7	8	Yes	
Write individual Project Skills report	All	3pp	2pp	Partly	The required group preparations are finished.
Other work / cases	Joe/Harm/Natasa	4pp	4	Yes	

Main Problems Encountered

Tygron changed their API on the Friday before this sprint. This basically broke our full implementation and we were unable to do any actions. We've worked in the weekend to fix these issues and eventually everything worked again. We've informed Tygron that these unannounced major changes of the API affect our workflow and capability to deliver an end product and hope they do not do something like this again.

Some members of the group had their OS language setting on Dutch which causes decimal numbers to have a comma as decimal separator. This bug took us very long to find.

We fixed the problem by adding a regex function that always replaces commas with dots. Now the software works with every language setting.

Adjustments for the next Sprint Plan

For next week we'll need to have more contact with the other group as we enter the final integration stages.

