

# Sprint Reflection Week #6

Context: Virtual Humans for Serious Gaming

Group: Connector

Due: 29th of May, 2015

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
Reload information from Tygron API so it gets updated	Paul / Joe	3	3	yes	Quick solution, needs to be modified later for better architecture.
Use information from MAS file to select correct session	Paul	2	2	yes	
General code improvement (refactoring, checkstyle, bugs, improvements)	Dereck / Harm	6	6	yes	Major improvements done.
Selecting a stakeholder at launch	Paul	2	2	yes	
Buy land and confirm the buying	Natasa / Dereck	4	>4	Half	Will be done before SIG deadline.
Building a building and confirm the buying.	Natasa	3	>3	Half	Will be done before SIG deadline.
Building the coupling of all the added functionality to EIS	Harm / Joe	5	5	Half	Preparations done but actual implementation depends on the two points above.



# Main Problems Encountered

## Problem 1:

Description: Buying and confirming the sale of land and buildings proved to be more complex than anticipated.

Reaction: Will work on this problem this weekend with the entire group and try to fix the problem before the SIG deadline.

