

Sprint Plan Week #5

Context: Virtual Humans for Serious Gaming

Group: Connector

Due: 15th of May 2015

Effort in points from scale one to ten. Ten will cost the most time, one the least. Tasks are ordered from highest to lowest priority.

Task	Assigned to	Estimated effort	Notes
Loading of session details	Paul	2	The rest of the session management needs to be loaded into memory.
Extract objects from session and link them to the object made last week.	Paul	3	
Linking some information from the API to the eis connector and build the first usable environment for group vh.	Harm	2	
Loading of buildings and building information from Tygron API.	Harm	8	
Handling/loading of dialogs from Tygron API.	Natasa	7	
Stubs for API functionality	Dereck	6	
Adding tests for current code base	Joe	9	
Update emergent architecture design	Dereck	3	
Adding a logging facility	Paul	3	More logging information about what is actually going on is needed.

Updating of documentation / readme's and validation of issues.	Natasa	2	
Setting up an automatic build server	Paul	2	

We do not have any user stories because this is mainly research and proof-of-concept of backend integration.

