Sprint Reflection Week #7

Context: Virtual Humans for Serious Gaming
Group: Connector
Due: 5th June 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
Integration testing buildings/buy land	All	~6pp	5pp	yes	Works now
Draft verslag	Joe	3	2	yes	
User interaction design draft	Joe	2	2	yes	
General code refactoring / improvements	All	~3pp	4pp	yes	Various improvements but rest next week after functional freeze
Other work / cases	All	6pp	4pp	yes	Creating documents and adjusting minor bits of code + partly SIG feedback

Main Problems Encountered

Adjustments for the next Sprint Plan