Sprint Reflection Week #4

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.

Task	Assigned to	Estimated effort	Actual Effort	Done	Notes
Stubs for EIS<>GOAL	Harm	4	4	yes	
Session management between java and the tygron api	Paul	6	9	yes	Took more effort, because Tygron has updated its API
User management between java and the tygron api	Natasa	3	3	yes	Objects loads, data still needs to be fetched from TApi
Loading data indicators	Dereck	8	8	yes	Objects loads, data still needs to be fetched from TApi
Loading data economics	Harm	8	8	yes	Objects loads, data still needs to be fetched from TApi
Intersection function for polygons	Joe	8	6	yes	Based on a library that can also read Tygron polygon format. Built a contains function instead of intersection function as this is more purposeful.
Product planning final version	Natasa	2	2	yes	

Main Problems Encountered

Problem 1:

Description: The Tygron API was updated/modified, and we also found out it had lots of different return types.

Reaction: The existing code base had to be modified a bit to account for the new data request format and also account for the different return types that the API gives. Due to this delay the direct loading of other data was not yet directly possible so that only works on local data so far.

Adjustments for the next Sprint Plan

Although it looks from the reflection that other did severely less than other this was'n t entirely true, but there are simply things that also had to be done that were not anticipated in the sprintplan.

For the next sprint plans we should try subdivide more tasks and make it more complete, even though that may include smaller/simple tasks.