

Sprint Plan Week # 4

Context: Virtual Humans for Serious Gaming

Group: Connector

Due: 8th of May 2015

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

Task	Assigned to	Estimated effort	Notes
Stubs for EIS<>GOAL	Harm	4	So the other groups can start testing with the real connector
Session management between java and the tygron api	Paul	6	
User management between java and the tygron api	Natasa	3	
Loading data indicators	Dereck	8	
Loading data economics	Harm	8	
Intersection function for polygons	Joe	8	
Product planning final version	Natasa	2	

