Sprint Reflection Week # 2

Context: Virtual Humans for Serious Gaming
Group: Connector
Due: 1 Mei 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
Set- up simple java Pong game	Paul	3	6	Yes	More work than anticipated due to customization.
GOAL requirements (needed percepts)	Dereck	1	1	Yes	Done together with Harm.
GOAL Implementation for Pong Agent (VH Agent for Pong)	Dereck	2	2	Yes	Done together with Harm.
Integrate EIS with simple java Pong game	Natasa	5	7	Yes	EIS<>Game was actually one task instead of two. Harm/Dereck did most of the implementation.
Implement EIS GOAL to JAVA for Pong	Harm / Joe	10	7	Yes	EIS<>Game was actually one task instead of two. Harm/Dereck did most of the implementation.
Research on EIS (inner workings, set-up)	All	5	3	Yes	
Product Vision Draft version	Paul / Dereck	5	4	Yes	Was not finished. Rough draft given to other VH groups to finish. Most of the work done by Natasa/Joe
Emergent Architecture Design draft	Not Anticipated	-	2	Yes	Originally not planned but was added later. Most work done by Dereck/Joe/Natasa

Main Problems Encountered

Problem 1

Description: We found out that EIS does not support Java 8 and thus we could not get EIS to work in first instance.
Reaction: We switched to Java 7 after checking the issue with the developer of EIS.

Adjustments for the next Sprint Plan

Better task assignment, assign the correct people to the correct task and make sure everyone does their own task. This week it was a bit chaotic due to the exploration phase.