Sprint Reflection Week #9

Context: Virtual Humans for Serious Gaming
Group: Connector
Due: 19th 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
Refactor usage of session throughout the code	Paul	8	7	yes	
Refactor usage of loading	Dereck	8	7	yes	
Implement the remaining actions in GOAL	Harm	2	3	yes	Natasa created extra functionality in the API and that also had to be implemented
Testing the environment/api	Joe/Natasa/Harm	6pp	6pp	yes	Everyone tested, the API was difficult to test so we needed everyone
Documentation	Natasa/Joe	2	2	yes	Harm made the tygron manual documentation

Main Problems Encountered

We had to implement last-minute fixes because the other groups required some extra functionality which wasn't known in an earlier stage. We've eventually implemented these features last minute and they all work, but doing this last minute is not really nice.

By refactoring code, the tests had to be altered as well which took some time.