Sprint Reflection Week # 3

Context: Virtual Humans for Serious Gaming
Group: Connector
Due: 8th of May

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
Research Tygron API	All	5 pp	3	Yes	The Tygron API is not the nicest thing to work with.
Proof of concept Tygron API <> Java	Joe / Paul	5	10	Yes	Much more work than anticipated due to the complexity and way of use of the API.
Set-up and test continuous integration	Dereck	2	1	Yes	Octopull has been configured, but it doesn't seem to be working. It has been checked with the TA.
Proof of concept Java<>GOAL (EIS)	Harm / Natasa	5	3	Yes	Less work than anticipated.
Further improve Emergent Architecture Design	Joe	2	1	Yes	Took less time because this is a document that grows progressively
Creating Product Planning Draft	Natasa	2	2	Yes	Vague as for what we needed to do exactly
Documenting implemented actions and percepts	Harm	2	1	Yes	A list was made as suggestions on what to implement, the exact details need to be implemented still need to be tested and discussed with another group.

Main Problems Encountered

Problem 1:

Description: We couldn't figure out how to start a session in the Tygron API and also didn't know how to properly use the API.

Reaction: We visited Tygron in The Hague for clarification. A employee of Tygron showed us how to start session and how to use the API and gave advice on how to begin the project.

Adjustments for the next Sprint Plan

More communication with the other groups as all our work is starting to be more and more dependent on the work of the other groups.