Sprint Plan Week #9

Context: Virtual Humans for Serious Gaming
Group: Connector
Due: 12th June 2015

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

Task	Assigned to	Estimated effort	Notes
Refactor usage of session throughout the code	**Paul**	**8**	
Refactor usage of loading	**Dereck**	**8**	
Implement the remaining actions in GOAL	**Harm**	**2**	
Testing the environment/api	**Joe/Natasa/Harm**	**6pp**	
Documentation	**Natasa/Joe**	**2**	

We do not have any user stories because this is mainly research and proof-of-concept of backend integration.