

# Sprint Reflection Week #5

Context: Virtual Humans for Serious Gaming

Group: Connector

Due: 22th of May 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
Loading of session details	Paul	2	2	yes	
Extract objects from session and link them to the object made last week.	Paul	3	3	yes	
Linking some information from the API to the eis connector and build the first usable environment for group vh.	Harm	2	6	yes	The testing work took a lot more time, also more functionality implemented as anticipated.
Loading of buildings and building information from Tygron API.	Harm	8	4	yes	Work took less time, but time was used extra to job above. Joe did a part of this and Harm took over the EIS tests.
Handling/loading of dialogs from Tygron API.	Natasa	7	8	yes	Lots of work due to API - side implementation.
Stubs for API functionality	Dereck	6	6	yes	
Adding tests for current code base	Joe	9	7	yes	EIS-side done by Harm
Update emergent architecture design	Dereck	3	3	yes	
Adding a logging facility	Paul	3	3	yes	Used slf4j



Updating of documentation / readme's and validation of issues.	Natasa	2	1	yes	yes
Setting up an automatic build server	Paul	2	5	yes	Much more work than anticipated but now it's super fancy and nice and it does much more than we wanted in the first place.

## Main Problems Encountered

None this week.

## Adjustments for the next Sprint Plan

