

# Sprint Plan Week #8

Context: Virtual Humans for Serious Gaming  
Group: Connector  
Due: 5th 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
Further restructure codebase with correct dependencies	Paul/Dereck	7pp	
Full documentation for goal available actions/percepts	Harm	2	
Updating the EAD	Dereck/Harm	2pp	
Updating other documentation (document design choices, main structure of project)	Joe/Harm	3pp	
Refine actions & pop up handling	Natasa	7	
Write individual Project Skills report	All	3pp	
Other work / cases	Joe/Harm/Natasa	4pp	

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

