

Sprint Plan Week #6

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. Tasks are ordered from highest to lowest priority.

Task	Assigned to	Estimated effort	Notes
Reload information from Tygron API so it gets updated	Paul / Joe	3	
Use information from MAS file to select correct session	Paul	2	
General code improvement (refactoring, checkstyle, bugs, improvements)	Dereck / Harm	6	
Selecting a stakeholder at launch	Paul	2	
Buy land and confirm the buying	Natasa / Dereck	4	
Building a building and confirm the buying.	Natasa	3	Less effort because the knowledge of the above task can be used
Building the coupling of all the added functionality to EIS	Harm / Joe	5	

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

