

# Sprint Plan # 1

Context: Virtual Humans for Serious Gaming

Group: Connector

Due: 24 April 2015

Effort in points from scale one to ten. Ten will cost the most time, one the least.

Task	Assigned to	Estimated effort	Notes
Set- up simple java Pong game	Paul	3	Get from an open source source + adjust
GOAL requirements (needed percepts)	Dereck	1	Has to be done quickly so that Joe and Harm can continue
GOAL Implementation for Pong Agent (VH Agent for Pong)	Dereck	2	
Integrate EIS with simple java Pong game	Natasa	5	
Implement EIS GOAL to JAVA for Pong	Harm / Joe	10	
Research on EIS (inner workings, set-up)	All	5	
Product Vision Draft version	Paul / Dereck	5	

Since this week is to get to know the software, we have decided not to make user stories.

