Sprint Plan Week #7

Context: Virtual Humans for Serious Gaming
Group: Connector
Due: 29-5-2015

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
Integration testing buildings/buy land	All	~6pp	
Draft verslag	Joe	3	
User interaction design draft	Joe	2	
General code refactoring / improvements	All	~3pp	
Other work / cases	All	6pp	We expect lots of work coming up in several areas but it's currently hard to predict where the work will be.

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