

# Sprint retrospective #7

Context project: Virtual Humans for Serious Gaming

Group: WhySoSerious

User Story	Task	Member responsible	Assigned to	Estimated Effort (hours)	Priority (A-E)	Actual Effort	Done	Notes
As a developer, I want the connector to be properly tested, so we easily find out newly introduced bugs.	Test percentage above 75% for the actions.	Rico	Max	8	A, this is necessary to add custom actions to the connector.	2	Yes	We needed to wait with merging until PR#76 and PR#79 were merged.
			Rico	8		12		
As a developer, I want the virtual human to make sure that it will buy land when it has no land to demolish and land to build student housing, so that it can build student housing.	Make sure buying land works.	Marciano	Marciano	4	A, for the demo on wednesday.	-	No	We needed the request from Danshal and decided to prioritize the indicator feature.
			Dennis	4		-		
As a developer, I want the virtual human to sell land when it needs more money, so that it can achieve its goals.	Implement selling land.	Dennis	Dennis	3	A, for the demo on wednesday.	-	No	See the task above.
			Marciano	3		1		
As a developer, I want the virtual human to use its indicators, so it can achieve its goals.	Make sure indicators work as they should and the agent is able to percept them.	Dennis	Marciano	6	A, for the demo on wednesday.	10	Yes	Targets weren't added to the indicator percepts at first, so that needed to be fixed and the zonelink part of the percept was missing due to an error in the excel file. Was not finished before the the demo wednesday.
			Dennis	8		6		
As a developer, I want the connector to be able to filter on certain zones, so that the virtual human can better choose where to build.	Design architecture for GetRelevantAreas (and add it to the EAD).	Max	Max	2	B, this is necessary to have a decent class, but not essential for our agent.	2	Yes	
			Rico	2		1		
	Refactor GetRelevantAreas.java to make it more manageable.	Max	Max	4		6	Yes	
			Rico	4		2		
	Implement zone filter.	Max	Max	4		2	No	Created an implementation, but it was not PR-ready.
			Max	4		2		
As a developer, I want to see what the other team members are developing and be up to date with new code.	Review the code of other team members when a new pull request has been created.	Marciano	Marciano	3	B, it is important to make sure that each pull request is handled quickly.	3	Yes	
			Max	3		4		
			Dennis	3		3		
			Rico	3		3.5		
As a developer, I want my virtual human to have deterministic and understandable behaviour, so that I can predict the actions of my agent.	Create workaround for the noBudgetMod problem (see Sprint Retrospective #6).	Marciano	Marciano	3	B, should be fixed before the end of the sprint.	3.5	Yes	
			Dennis	3		1		
As a developer I want to be able to toggle certain percepts given to the virtual human so that I can mock these in tests.	Fix issue #64 (toggling percepts) on eishub.	Dennis	Dennis	7	B, this makes testing the virtual human a lot easier.	10	Yes	Pr still needs to be tested (see problem #3)
As a developer, I want to stay in touch with the people at Tygron, so they can help us with possible problems and inform us about changes and difficulties with the engine.	Meeting at Tygron.	Rico	Rico	4	C, will help us with sdk issues and meet with the other groups.	3	Yes	Dennis went to Tygron instead Marciano because Marciano wanted to work on ATB.
			Marciano	4		-		
			Dennis	-		3		
As a developer, I want my virtual human to have more influence in the information it gets from the environment, so that it gets the information it needs.	Create concrete filter implemented for get_relevant_areas action.	Marciano	Marciano	2	C, this is not strictly necessary, but it will decrease the number	-	No	The agent correctly recognizing the indicators was more important to implement



					of costly calls the virtual human will make to the connector.			
As a developer, I want to show my progress to the stakeholders of my project.	Prepare a demo for Koen.	Max	Marciano	2	C, we first need to make sure we have done the other tasks to create a proper demo.	1	Yes	
			Rico	2		1		
			Dennis	2		1		
			Max	2		1		
Course requirement separate from project.	Attend the project skills lecture.	Rico	Marciano	4	D, scheduled for this week.	2	Yes	Left to create more time for the project
			Rico	4		2		
			Dennis	4		2		
			Max	4		2		
As a developer I want to have an up to date architecture design paper, so that we have a high level description of our product.	Process EAD feedback and update it with the current state of the project.		Max	3	D, can be done at the end of the week.	1	Yes	
			Rico	3		3		
Course requirement separate from project.	Do Interaction & Design Maple assignments 1 till 4 and end assignment.	Marciano	Marciano	1.5	E, deadline is still far away.	1.5	Yes	Did this task when we needed to wait for other tasks
			Max	1.5		1.5		
			Dennis	1.5		1.5		
			Rico	1.5		1.5		

## Extra work

Task	Assigned to	Actual effort	Notes
Create sprint backlog #8.	Marciano	2	
	Dennis	2	
	Max	2	
	Rico	2	
Create sprint retrospective of this week.	Marciano	2	
	Dennis	2	
	Max	3	
	Rico	2	
Update to the new environment	Rico	0.5	I needed to find out what had been changed in the percepts and fix this is the virtual human.
Meet with other VH groups and run multi-agent simulation	Marciano	2	This is not the same meeting as discussed in our last problem.
	Dennis	2	
	Max	2	
	Rico	2	
Fixing checkstyle for the new module.	Max	2	



Main problems encountered:

Problem	
Description	Going to version 1.10 made our MapUtilsTest/MapUtils fail because we needed to provide a slot connection id to receive ItemMaps from the sdk.
Reaction	We implemented a way for the ContextEntity to receive the connection id.

Problem	
Description	We needed to wait on the module update so that we could check if the test percentage was above the 75% (of the connector)
Reaction	In the meantime we did some other tasks.

Problem#3	
Description	The tygron servers had problems on thursday and completely stopped working on friday
Reaction	We tried to do as much non-functional work as possible but this was a big problem that really halted our progress

Problem	
Description	We had scheduled a meeting with the other vh groups to discuss the cooperation of our agents on friday. This meeting was cancelled because of problem#3
Reaction	This delayed our progress on the cooperation of our agents and we will have to catch up next week.

Adjustments for next sprint

- Since our virtual human needs to be finished at the end of next week, we will focus more on making sure the virtual human works well than on implementing new features.
- We'll need to focus on the virtual human cooperating with other virtual humans and keep updated about the progress of other groups, this will help us to create a interesting simulation.

