

Sprint retrospective #6

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 able to assign our virtual human the best places to build, because it is not possible for the virtual human to do this.	Let the connector calculate the five best places to build student housing for the virtual human. (should be discussed with Frank).	Rico	Rico	7	A, is needed so we can show a proper demo.	15	Yes	The custom action has been added and works, but many filters necessary for determining the best place are not implemented yet.
			Marciano	7		6		
			Max	7		17		
As a developer I want to have a demo to show our progress to the stakeholders of the project.	Prepare demo for meeting with Bacchelli.	Max	Marciano	4	A, meeting is scheduled for this week.	4	Yes	
			Dennis	4		4		
			Max	4		4		
			Rico	4		4		
As a developer, I want the virtual human to make sure that it will strife to have enough houses available to students so that students have enough houses.	Let the virtual human build student housing on owned property when it has this as a goal.	Dennis	Rico	8	A, this is necessary so we can show a demo next Friday.	5	Yes	
			Dennis	8		8		
	Let the virtual human demolish constructions on owned land if no land is available to build on.	Max	Max	6	C, not essential for this week but still important for our bot to function correctly.	2	Yes	
			Marciano	6		2		
Course requirement separate from project.	Attend feedback session of Interaction & Design.	Marciano	Dennis	0.5	B, meeting is scheduled for this week, but it is a smaller part of our grade than the SEM meeting.	0.5	Yes	
			Rico	0.5		0.5		
			Max	0.5		0.5		
			Marciano	0.5		0.5		
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	6	B, it is important to make sure that each pull request is handled quickly.	2	Yes	
			Max	6		2		
			Dennis	3		2		
			Rico	3		2.5		
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	B, also discuss with Frank on how we should implement the first task of this sprint.	4	Yes	
			Dennis	4		4		
As a virtual human I want to be able to buy land, so that I can build more student housing.	Implement buying land for the Tygron virtual human.	Dennis	Dennis	5	B, functionality that's useful for the demo on friday.	3	Yes	
As a virtual human I want to be able to sell land to increase my budget.	Implement selling land for the Tygron virtual human.	Dennis	Marciano	-	C, less important for the DUWO stakeholder than buying land. (since we don't have a lot of empty land).	6	Yes	
			Dennis	3		3		
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.	Rico	Rico	3	C, this is important, as this is a weekly deliverable, but having a working agent is more important, especially because we need to give a demo this week.	1	Yes	
			Marciano	3		1		

Course requirement separate from project.	Attend the SIG Lecture.	Marciano	Dennis	2	C, scheduled for this week.	1.5	Yes	
			Rico	2		1.5		
			Max	2		1.5		
			Marciano	2		1.5		
As a developer, I want to improve the code coverage, so that the code of the EIS-Tygron connector is well tested.	Update the tygron connector tests so the code coverage (according to eCobertura) stays above 80%.	Max	Max	4	D, it is still important to test, but the demo has the top priority this week.	0	No	We did not do this because we first needed to finish our demo.
As a developer, I want to be able to efficiently test the code and increase the quality of the tests, so that more code can be covered in the end.	Add PowerMockito to the pom.xml of the environment.	Max	Max	1	E, we need to focus on implementing building student housing.	0	No	Another group added PowerMockito.
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.	0	No	We did not do this because we first needed to finish our demo.
			Max	1.5		0		
			Dennis	1.5		0		
			Rico	1.5		0		

Extra work

Task	Assigned to	Actual effort	Notes
Create sprint backlog #7.	Marciano	2	
	Dennis	2	
	Max	2	
	Rico	2	
Create sprint retrospective of this week.	Marciano	1.5	
	Dennis	1.5	
	Max	1.5	
	Rico	1.5	
Fix the virtual human to reflect the changes in the connector.	Max	1.5	Also added zone support and my_stakeholder_id support, these were introduced in 1.0.9 so they are part of this task.
Update from branch eishub/tygron develop.	Rico	4	I stopped doing this because this cost to much time as described in the main problems. So this is not yet finished.
Fix goals and cleanup the GOAL agent.	Dennis	3	
Alternate between different buildings when building student housing.	Dennis	1	
Fix the noBudgetMod problem (as stated below).	Marciano	3	Not solved, after debugging and consulting the GOAL Manual we found nothing and think that it's a bug from GOAL.

Main problems encountered:

Problem	
Description	Wouter want's us to put all changes to the connector in a separate maven module, this is a lot of extra work for us for which we don't have the time.
Reaction	We first tried to do what Wouter asked, but after some time we realized that we could not finish our demo in time, which has a

	higher priority. So we decided that we postpone this task to next week.RAMpestampers will take this task upon them.
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Problem	
Description	We would like to be able to set breakpoints for our agent in SimpleIDE. This could help us debug our code but unfortunately setting breakpoints is not yet possible.
Reaction	We asked Wouter about this problem but he did not know about this and told us he will look into it. This means that there is currently no good solution besides to checking manually the log and finding out what happened.

Problem	
Description	Code from the JTSUtils class and from the com.vividsolutions package is not documented. We used these classes to perform all data management and manipulation with Polygons.
Reaction	For the JTSUtils class we looked through its function to find out what they do. This helped us but cost a lot of time. For com.vividsolutions we have to use the online javadoc to find out what a function does.

Problem	
Description	There were some Travis build failures (of the virtual human) because of this reason: 'The log length has exceeded the limit of 4 Megabytes (this happened because the virtual human receives the building percept,which is huge, every cycle).
Reaction	We changed the way beliefs are created from percepts so that the belief is only renewed when something has changed.

Problem	
Description	If a translator does not exists there is no useful feedback about what went wrong.
Reaction	Nothing yet, plans to properly catch the TranslatorExceptions that can be thrown.

Problem	
Description	If our virtual human has a low amount of money it repeatedly enters and exits our noBudgedMod, with the result that the virtual human can't end its current cycle and start a new one.
Reaction	Debugging, reading GOAL Manual, mail to Koen Hindriks.

Problem	
Description	Our newest additions to the agent cannot be tested in goal (see eishub issue #64)

Reaction	We will try to fix this issue in the next sprint
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Adjustments for next sprint

- The next sprint we will take more initiative. We did that this week and it proved to improve our efficiency.
- For the next sprint we are going to work in the Insy lab every day of the week (Monday to Friday except Tuesday since some of us will be at Tygron). We need this because we want to do lots of work for the next sprint. Being together every day in the Insy lab will help us to work more productive and help each other with our problems.

