

Sprint retrospective #3								
Context project: Virtual Humans for Serious Gaming								
Group: WhySoSerious								

User Story	Task	Member responsible	Assigned to	Estimated Effort	Priority (A-E)	Actual effort	Done	Notes
As a user, I want a virtual human to run in the tygron game.	Create a prototype virtual agent in goal to run in the tygron game created last week.	Rico	Rico	4	A	4	Yes	
			Dennis	4		6		
As a user, I want the virtual human to be able to build student housing on owned land so that it can fulfill its requirements.	Add building houses to the virtual human's functionality.	Dennis	Max	4	A	4	Yes	
			Dennis	4		4		
As a user I want an environment in which the virtual humans can be run and rated.	Implement additional indicators for the virtual human.	Max	Max	3	A	3	No	The livability indicator is done, but it has yet to be balanced. The close-to-TU-indicator is not finished, because we need percepts for distance that aren't there yet.
			Marciano	3		3		
As a developer I need to have an up to date Architecture design paper.	Process the feedback of the TA.	Marciano	Rico	4	A	5.5	Yes	
			Marciano	4		4		
	Update the Architecture design paper if needed.	Marciano	Whoever made the change	1	A	0	-	After a meeting with the TA's we concluded It is not clear what we need to do with the ead.
As a developer I want more information on DUWO so that I can create a more accurate simulation.	Contact DUWO to see if they would like to meet with us to give us more information on their vision.	Rico	Rico	1	B	1	Yes	
	Meet with DUWO if they agree.	Rico	Everyone	3	B	0	-	Duwo hasn't yet responded to our email.
As a user, I want the virtual human to make sure it doesn't exceed its allocated budget so that the simulation is more challenging.	Start implementing the functionality so the virtual humans takes its own budget in account.	Marciano	Max	4	B	1	No	The virtual human is not able to know its budget at the moment, so that has to be fixed first in the connector.
			Dennis	4		1		
			Marciano	4		1		
			Rico	4		1		
As a developer I need to have a working virtual human connected to the Tygron Engine.	When the EIS connector is working, setup github properly with continuous integration.	Rico	Max	1	B	1	Yes	Setting up travis for the virtual human took a lot more effort than expected.
			Dennis	1		2		
			Marciano	1		1		
			Rico	1		5		
	Try out the provided virtual human. (https://github.com/eishub/tygron/tree/master/environment/src/main/GOAL)	Dennis	Dennis	1	C	1	Yes	

Worked on the EIS-connector	Fix a security issue, account details where visible in the Travis build log.							
	Fixed the connector being unable to have multiple agents run in the same session.							
	Try to understand it							
Meetings with other groups	Discuss about issues with EIS-connector.							
	Discuss what kind of percepts and indicators we need for our virtual human.							
Attempted to get the connector building properly								

Problem					
Description	The connector functionality was more primitive than expected. We expected a near complete basis we could work with instead of a connector missing many trivial percepts.				
Reaction	Consult with other teams about indicators and percepts we need for the virtual human.				
Problem					
Description	The configuration Frank suggested was not in line with the ideas of the TAs. Since the configuration of Frank was chosen, we did some unnecessary work of getting it to work while we still need to make the configuration that the TAs agree with work.				
Reaction	First consult with Sander and Harm when we want to change a software engineering aspect.				
Problem					

Description	We are not sure whether it is possible to have a distance to TU percept. We should either spend more time looking into it to try to fix it, what is estimated to take a lot of time, or think of another way to get a similar result.								
Reaction	Consult with Tygron about a possible solution.								
Problem									
Description	At the moment it is impossible for Max to build the connector with maven. The doc module is broken and maven build goals like 'install' also throw errors in some occasions.								
Reaction	Attempt to either work around the problems or fix them.								
Problem									
Description	DUWO did not respond to our email in which we asked to meet with us.								
Reaction	Call DUWO when we receive no reaction before 19-06-2016.								
Problem									
Description	Setting up Travis CI for the virtual human took a lot of effort.								
Reaction	We consulted other teams on how they have managed to do this. After this we the setup was a lot easier.								
Adjustment for next sprints									
Discuss big changes (more thoroughly) to the way we develop our project with the TA's before implementing.									
Assign more time for fixing or improving the connector.									
For the next sprint we should start right away with the sprint retrospective. When we finish a feature we can report it in this document. This way we can see what needs to be done and what have been finished.									
We should define tasks of a sprint more clearer. There should be no discussion possible about whether the tasks is finished or not.									
Add a description to the priority of tasks									