Sprint backlog #4

Context project: Virtual Humans for Serious Gaming

Group: WhySoSerious

User Story	Task	Member responsible	Assigned to	Estimated Effort (hours)	Priority (A-E)
As a developer, I want the virtual human to be able to see who it is, so that it can query information about itself, its indicators and its belongings.	Make sure the my_stakeholder_id percept is approved by the other teams and merged in the tygron/eishub context branch.	Rico	Rico	3	A, this was planned last week and should be finished at the beginning of the week.
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.	Rico	Max	2.5	A, code needs to be reviewed quickly so that groups can continue to work on the connector.
			Dennis	2.5	
			Marciano	2.5	
			Rico	2.5	
As a developer, I want to improve the code coverage, so that the code of the EIS-Tygron connector is well tested.	Install eCobertura in our IDEs.	Max	Max	2	B
			Marciano	2	
			Rico	2	
			Dennis	2	
	Update the tygron connector tests so the code coverage (according to eCobertura) is above the 85%.	Marciano	Max	8	B
			Marciano	8	
As a developer, I want the virtual human to make sure that it always has enough houses available to students so that students have enough houses.	Adopt a goal to build more student housing when there are not enough houses for students according to the indicator.	Rico	Dennis	3	B, part of our agents must have's but not necessary for this week
			Rico	3	
	Let the virtual human build student housing on owned property when it has this as a goal.	Dennis	Rico	8	C
			Dennis	8	
As a developer, I want the virtual human to make sure that it only builds when it has enough money,, so the virtual human can meet its goals.	Create a module for the virtual human so it will build when it has the money required and not build if the budget is too low.	Dennis	Dennis	2	B
	Create a goal that the virtual human adopts when it has less than a threshold of money.	Max	Max	1	C
As a developer, I want the virtual human to clear land if more building space if needed, so that the virtual human is able to achieve its goals.	The virtual human should be able to demolish structures on patches of its own land.	Marciano	Marciano	3	C
			Max	2	
Course requirement separate from project.	Prepare a plan (as proposed by Willem-Paul Brinkman in slack) for the midterm from Interaction feedback session Design (30 may, 1 jul).	Dennis	Dennis	4	D, the deadline is still pretty far away
			Rico	4	
			Marciano	4	
			Max	4	
As a developer, I want my virtual human to be able to negotiate with other stakeholders, so it can be better at achieving its goals.	Discuss with other groups about an implementation for making deals and trading property with other stakeholders.	Max	Dennis	2	D, this is a more complicated version of implementing permits, which is currently still in development by Danshal.
			Rico	2	

			Marciano	2	
			Max	2	
As a developer, I want the virtual human to have a budget, so the game is not trivial and the virtual human has a challenge.	Research costs of buildings and land to decide an appropriate budget for the agent.	Marciano	Marciano	2	E, the budget can easily be changed and experience with the tygron environment will make this easier

Note: We expect to spend some more time than stated above. We will also spend time on meetings, sprint plan and retrospective, and emerging connector issues that we can't predict at the moment.