

Sprint retrospective #2

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 to complete the product vision, to ensure smooth development in the future.	Work on product vision conform the rubric.	Max & Marciano	Rico, Dennis, Max & Marciano	4	A	6	Yes	
	Process the feedback of the TA.	Max & Marciano	Max & Marciano	2	A	2	Yes	
As a developer I want to complete the product planning, to ensure smooth development in the future.	Process the feedback of the TA and finish the product planning.	Rico & Dennis	Rico & Dennis	2	A	4	Yes	
As a developer I need to know what kind of indicators we are using.	Discuss with other teams about the indicators.	Marciano	Marciano	3	A	2	Yes	
As a user I want an environment in which the virtual humans can be run.	Discuss and assign tasks with the other groups to make the environment ready.	Marciano	Marciano	Less than 1 hour	A	Less than 1 hour	Yes	

	Work on our group's assigned tasks for the environment.	Max	Everyone	7	A	5	Yes	
As a developer I need information on how to program an agent in goal.	Read through the GOAL Programming Guide. (https://bintray.com/artifact/download/goalhub/GOAL/GOALProgrammingGuide.pdf)	Rico	Everyone	3	B	3	Yes	
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	Everyone	1	B	~	No	
	Try out the provided virtual human. (https://github.com/eishub/tygron/tree/master/environment/src/main/GOAL)	Dennis	Dennis	1	C	~	No	
As a developer I need to have an up to date Architecture design paper.	Update the Architecture design paper if needed.	Dennis	Whoever made the change.	1	C	Less than 1	Yes	

Main problems encountered

Creating indicators was more difficult than expected. This caused us to be unable to complete all of the proposed indicators.

It was unclear how to setup the repository for the EIS connector. This was because this week it was still vague on how we were supposed to this.

Because a bug in GOAL (or eclipse) and Tygron needed to update the EIS connector we were unable to try out the provided virtual human.

We did not account for ascension day and the day after. Because of the free days we were unable to complete some tasks.

Adjustment for next sprints

We must plan the estimated effort of tasks better, as can be seen in this retrospective there is some deviation in the estimated hours and the actual effort. For example estimating the effort of a report should we estimate bigger than thought.

The next time we don't know how to do something we should ask the TA's or employees of Tygron. This could save us a lot of time which we can use to complete the other tasks.