Sprint retrospective #5

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 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.	7	Yes	Because code review took quite a long time, this was delayed. Then the environment update to 1.0.9 has been pushed through, which meant I needed to rewrite pieces of my code.
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.	7	Yes	This task also included code reviewing the pull requests of other teams
			Dennis	2.5		5		
			Marciano	2.5		3		
			Rico	2.5		3.5		
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	2.5	Yes	Installing cobertura failed, so all of us are using ECL Emma now.
			Marciano	2		3		
			Rico	2		2.5		
			Dennis	2		2		
	Update the tygron connector tests so the code coverage (according to eCobertura) is above the 85%.	Marciano	Max	8	B	7	Partially done.	79.6% with eclemma, cobertura's coverage is not possible to see in travis, and we can't make the eclipse plugin work. Since the 1.0.9 release had to be merged into the context branch, a lot of untested code was added that needed new tests.
			Marciano	8		1		
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 haves but not necessary for this week	2	Yes	
			Rico	3		4		
	Let the virtual human build student housing on owned property when it has this as a goal.	Dennis	Rico	8	C	2	No	Moved to next week because we thought hardcoding values is not the way to go.
			Dennis	8		2		
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	3	Yes	Detailed in EAD
	Create a goal that the virtual human adopts when it has less than a threshold of money.	Max	Max	1	C	-	Yes	Reassigned to Dennis because it corresponded better with his other tasks
			Dennis	-		2		
As a developer, I want the virtual human to clear land if more building space if needed, so that	The virtual human should be able to demolish structures on patches of its own land.	Marciano	Marciano	3	C	-	No	The virtual human cannot actually demolish structures without the implementation of permits, which is still in development by team Danshal. (see our last problem)
			Max	2		-		

User Story	Task	Assigned to	Name	Effort	Comment	Value	Done	Notes
the virtual human is able to achieve its goals.								
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	5	Yes	
			Rico	4		5		
			Marciano	4		5		
			Max	4		5		
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.	1	Yes	A few other functions in the connector need to be finished before we can implement this (buildingcost, polygons)
			Rico	2		1		
			Marciano	2		1		
			Max	2		1		
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	5	Yes	After an analysis for the expected cost needed to reach the DUWO stakeholder goals, we noticed that the variable building class indicator in combination with the DUWO build indicator wouldn't make an interesting virtual human, because the best strategy would be to only build houses of type 'studentenflats'. They needed to be tweaked first in order to make an interesting agent and after that the expected cost needed to be recalculated to come to a reasonable budget.

Extra work

User Story	Task	Assigned to	Actual effort
As a developer, I want the virtual human to be able to recognise indicators, so it is able to work towards its goals.	Implement indicator belief and percept handling for the virtual human.	Max	1
As a developer, I want the virtual human to run on the latest version of the connector, so it is able to use the newest features.	Update the virtual human to make it compliant with the newest version of the connector (1.0.9).	Max	1
As a user, I want my session to properly introduce me to the game, so I know what I can and should do in the game.	Create a short description for the game and figure out how to add it.	Max	0.5
As a developer, I want the connector to be up to date with the latest master release, so at a future date, it can be merged into the master.	Update the connector and fix merge conflicts.	Max	1.5
As a developer, I need to create test cases for the virtual human so that I am sure the code does what I expect it to do.	Update the tests of the virtual human	Dennis	5
		Rico	3
As a developer, I want the virtual human to stop building when it achieved its goal, so it can focus on its other goals.	Create excel indicator for Bouw DUWO, as a normal bouw indicator would yield low values for building too much. Thus the virtual human would be unable to percept if it built too many or not enough houses.	Max	1
As a developer, I want my virtual human to be able to make interesting choices in order to achieve its goals.	Adapt the building class variation indicator to make it more cooperative with the build indicator.	Marciano	2
As a developer, i need to plan each week with a sprint and retrospective according to the SCRUM guidelines	Create sprint backlog #6.	Marciano	2.5
		Dennis	2.5
		Max	2.5

		Rico	2.5
	Create sprint retrospective of this week.	Marciano	2
		Dennis	2
		Max	3
		Rico	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.	Update Emergent architecture Design	Dennis	1.5

Main problems encountered:

Problem	
Description	If we build more houses than our goal requires, the indicator's score will decrease. This makes it impossible for our agent to distinguish between having built not enough and having built too many houses.
Reaction	We implement the indicator ourselves with an excel sheet, instead of using the built-in build indicator.

Problem	
Description	Travis builds will fail when the agent cannot join a session. This happens because the agent wants to be a stakeholder that is already occupied.
Reaction	Restart the travis build when this occurs

Problem	
Description	The new merge from eishub/master to our connector cause the test coverage to drop significantly.
Reaction	We have built more tests and will anticipate this in future sprints.

Problem	
Description	The Tygron server went down on Wednesday which stalled our progress.
Reaction	We sent an email to frank which contained our problem. After an hour the issue was resolved by Frank..

Problem	
Description	Because 1.0.9 was not yet approved and merged, we expected merge conflicts to emerge.
Reaction	We delayed the merging of some of our pull requests.

Adjustments for next sprint

- For the next sprint, we are going to work at the TU instead of via Skype. This will improve communication between us.