

# Sprint backlog #7

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 connector to be properly tested, so we easily find out newly introduced bugs.	Test percentage above 75% for the actions.	Rico	Max	8	A, this is necessary to add custom actions to the connector.
			Rico	8	
As a developer, I want the virtual human to make sure that it will buy land when it has no land to demolish and land to build student housing, so that it can build student housing.	Make sure buying land works.	Marciano	Marciano	4	A, for the demo on wednesday.
			Dennis	4	
As a developer, I want the virtual human to sell land when it needs more money, so that it can achieve its goals.	Implement selling land.	Dennis	Dennis	3	A, for the demo on wednesday.
			Marciano	3	
As a developer, I want the virtual human to use its indicators, so it can achieve its goals.	Make sure indicators work as they should and the agent is able to percept them.	Dennis	Marciano	6	A, for the demo on wednesday.
			Dennis	8	
As a developer, I want the connector to be able to filter on certain zones, so that the virtual human can better choose where to build.	Design architecture for GetRelevantAreas (and add it to the EAD).	Max	Max	2	B, this is necessary to have a decent class, but not essential for our agent.
			Rico	2	
	Refactor GetRelevantAreas.java to make it more manageable.	Max	Max	4	
			Rico	4	
	Implement zone filter.	Max	Max	4	
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	3	B, it is important to make sure that each pull request is handled quickly.
			Max	3	
			Dennis	3	
			Rico	3	
As a developer, I want my virtual human to have deterministic and understandable behaviour, so that I can predict the actions of my agent.	Create workaround for the noBudgetMod problem (see Sprint Retrospective #6).	Marciano	Marciano	3	B, should be fixed before the end of the sprint.
			Dennis	3	
As a developer I want to be able to toggle certain percepts given to the virtual human so that I can mock these in tests.	Fix issue #64 (togglng percepts) on eishub.	Dennis	Dennis	7	B, this makes testing the virtual human a lot easier.
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	C, will help us with sdk issues and meet with the outhter groups.
			Marciano	4	
As a developer, I want my virtual human to have more influence in the information it gets from the environment, so that it gets the information it needs.	Create concrete filter implemented for get_relevant_areas action.	Marciano	Marciano	2	C, this is not strictly necessary, but it will decrease the number of costly calls the virtual human will make to the connector.
As a developer, I want to show my progress to the stakeholders of my project.	Prepare a demo for Koen.	Max	Marciano	2	C, we first need to make sure we have done the other tasks to create a proper demo.
			Rico	2	



			Dennis	2	
			Max	2	
Course requirement separate from project.	Attend the project skills lecture.	Rico	Marciano	4	D, scheduled for this week.
			Rico	4	
			Dennis	4	
			Max	4	
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.		Max	3	D, can be done at the end of the week.
			Rico	3	
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.
			Max	1.5	
			Dennis	1.5	
			Rico	1.5	

