## Sprint backlog #8

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 to have a report on the product, so my stakeholders understand how to use the product.	Create a draft of the Final report	Max	Marciano	8	A, deliverable for this sprint
			Max	8	
			Dennis	8	
			Rico	8	
Course requirement separate from project.	Create an individual essay on team dynamics within our project team (2 pages A4 )	Max	Marciano	3	A, deliverable for this sprint
			Max	3	
			Dennis	3	
			Rico	3	
Course requirement separate from project.	Let several people play against our virtual human for the report of interaction design (field evaluation).	Dennis	Marciano	2	A,deliverable for this sprint
			Max	2	
			Dennis	2	
			Rico	2	
	Create and integrate the report for interaction design into our final product.	Rico	Marciano	2	A, deliverable for this sprint
			Max	2	
			Dennis	2	
			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.	Create the final version of the Emergent Architecture Design	Dennis	Max	3	A, deliverable for this sprint
			Dennis	3	
			Rico	0.5	
			Marciano	0.5	
As a virtual human, I want to have ways to handle my budget when it is low, so that I can fulfill as much indicators as possible	When the virtual human is low on money (in the lowBudget module) build cheap student housing (if our variety indicator allows it)	Rico	Rico	2	A, listening to our indicators is necessary cause this will tell if the agent is doing its job correctly.
	When the virtual human is low on money (in the lowBudget module) sell land (if our variety indicator tells us to build luxury student housing)	Rico	Rico	2	
Course requirement separate from project.	Create a document as a response of our information skills feedback.	Dennis	Max	1	B, It could save us time on having to do the resit
			Dennis	1	
	Work on the information skills resit	Marciano	Marciano	3	A, needed to complete the course.
			Max	3	

		Dennis	3	
		Rico	3	
Write tests for the goal agent	Dennis	Dennis	6	B, important because of the the software engineering aspects of the course
		Rico	4	
Demolish the biggest piece of land (gardens/nature) first.	Rico	Rico	2	B, we need land to build on but we don't need to demolish everything.
Sell land that has buildings that do not influence our building and variation indicators (in noBudgetMod)	Marciano	Marciano	2	B, selling land will help the agent
React to requests from other stakeholder.	Marciano	Marciano	3	B, important for interacting with other agents
Meeting at Tygron.	Marciano	Marciano	3	C, will help us with sdk issues and meet with the other groups.
		Max	3	
Create tests for the filterpercepts action in the connector	Dennis	Dennis	4	C, We don't have much time for this anymore but it doesn't interfere with the functionality of the agent
Attempt to make GetRelevantActions faster by filtering on buildings owned by the active stakeholder only.	Max	Max	2	D, this is not necessary for the virtual human to behave correctly.
Upgrade flats to flats with green rooftops to get a better trust-relation with Municipality	Marciano	Marciano	2	D, not strictly necessary, but our agent might get more permissions from Municipality. We expect this to have more effect in the long run than the task below.
		Rico	2	
Immediately sell some green land to the Municipality when the game starts.	Marciano	Marciano	1	E, not strictly necessary, but our agent might get more permissions from Municipality.
	Demolish the biggest piece of land (gardens/nature) first.  Sell land that has buildings that do not influence our building and variation indicators (in noBudgetMod)  React to requests from other stakeholder.  Meeting at Tygron.  Create tests for the filterpercepts action in the connector  Attempt to make GetRelevantActions faster by filtering on buildings owned by the active stakeholder only.  Upgrade flats to flats with green rooftops to get a better trust-relation with Municipality	Demolish the biggest piece of land (gardens/nature) first.  Sell land that has buildings that do not influence our building and variation indicators (in noBudgetMod)  React to requests from other stakeholder.  Marciano  Meeting at Tygron.  Marciano  Create tests for the filterpercepts action in the connector  Dennis  Attempt to make GetRelevantActions faster by filtering on buildings owned by the active stakeholder only.  Upgrade flats to flats with green rooftops to get a better trust-relation with  Marciano  Marciano  Max	Write tests for the goal agent  Dennis  Dennis  Dennis  Rico  Rico  Rico  Sell land that has buildings that do not influence our building and variation indicators (in noBudgetMod)  React to requests from other stakeholder.  Marciano  Max  Create tests for the filterpercepts action in the connector  Dennis  Dennis  Dennis  Max  Max  Upgrade flats to flats with green rooftops to get a better trust-relation with  Municipality  Max  Max  Marciano  Rico	Write tests for the goal agent  Dennis  Dennis  Dennis  Dennis  Dennis  Rico  4  Demolish the biggest piece of land (gardens/nature) first.  Rico  Rico  Rico  2  Sell land that has buildings that do not influence our building and variation indicators (in noBudgetMod)  React to requests from other stakeholder.  Marciano  Max  3  Create tests for the filterpercepts action in the connector  Dennis  Dennis  Dennis  4  Attempt to make GetRelevantActions faster by filtering on buildings owned by the active stakeholder only.  Upgrade flats to flats with green rooftops to get a better trust-relation with  Municipality  Marciano  Rico  Rico

This week's sprint includes a lot of A priority tasks. This is because it is a week with a lot of deliverables