



Sprint Review 3 - 27/09/2020

Date	Sep 27, 2020
Issues	<div> <div>MYR-5: Foraging DONE</div> <div>MYR-45: Ant birth/death DONE</div> <div>MYR-6: Patrolling DONE</div> </div>
Status	GREEN
Participants	@Martina Cavallucci (Scrum Master) , @simone Golinucci , @Linda Guiducci , @Matteo Magnini (Product Owner)

Report summary

Epic Goal:

- Manage birth and death of ants
- Manage pheromones dropping and ant's following behavior
- Manage ants - enemies fights

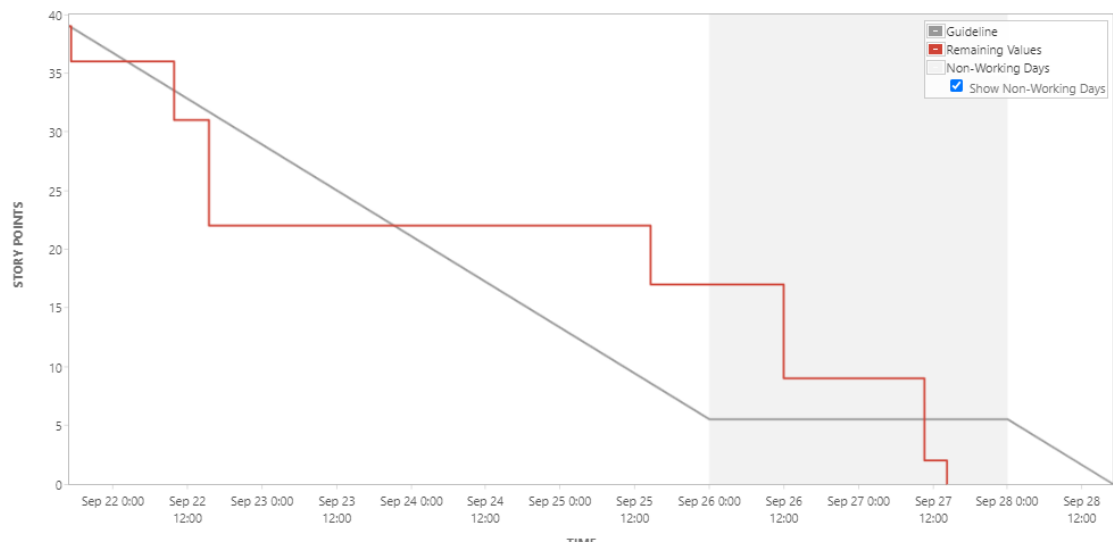
User Story Goal :

- As a user I want the ants to have the foraging behavior so that I can see how it works.
- As a user I want to see the ant die and spawn so that I can see colony evolution.
- As a user I want to see the fights between ants and enemies and their outcome so that I can watch their behavior.

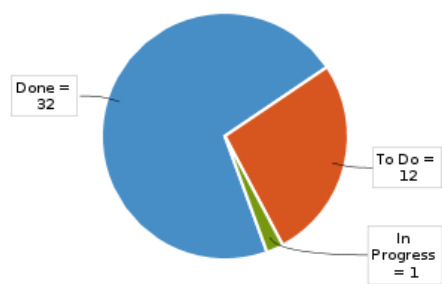
Epic	Story	Task Description	Assigned to	Priority	Estimate d Story Points	Actual Hours	Current State	Will Demons trate
<div>MYR-5: Foraging DONE</div> <div>?</div>	<div>MYR-16: Ant picking food and go anthill DONE</div>	<ul style="list-style-type: none"> • Ant perceiving near food • Ant take near food • Ant carries food to anthill • Ant sometimes drops pheromones while returning to the anthill with the food • Ant store food into anthill 	@Matteo Magnini	High	8	14h	Done	Yes
	<div>MYR-14: Pheromones (foraging) state DONE</div>	<ul style="list-style-type: none"> • Create pheromone 	@Matteo Magnini	Medium	3	5 h	Done	Yes

		<ul style="list-style-type: none"> Method for gradient descent of pheromone 						Edit
	 MYR-50: Ant follow pheromone s DONE	<ul style="list-style-type: none"> Environment know all the pheromone Environment tell to all ants where pheromones are 	@Martina Cavallucci	Medium	5	6h	Done	Yes
	 MYR-51: Visualization Pheromone s DONE	<ul style="list-style-type: none"> Display pheromones and its intensity 	@Martina Cavallucci	Medium	2	6h	Done	Yes
 MYR-45: Ant birth/death DONE	 MYR-46: Natural creation from anthill DONE	<ul style="list-style-type: none"> Ants birth in a random way Manage higher number of ants in environment 	@Linda Guiducci	Medium	2	3 h	Done	Yes
	 MYR-48: Ant death by energy run out DONE	<ul style="list-style-type: none"> When ants energy finish they die Manage lower number of ants in environment 	@Linda Guiducci	Medium	3	5h	Done	Yes
	 MYR-49: Ant death by fighting DONE	<ul style="list-style-type: none"> Handle fights between ants and enemies Display fight and outcome Find strategy to determine loser of fight 	@Linda Guiducci	Lowest	5	10h	Done	Yes
 MYR-6: Patrolling DONE	 MYR-20: Enemies DONE	<ul style="list-style-type: none"> Create enemies Manage random walk 	@simone Golinucci	Highest	8	2h	Done	Yes
	 MYR-53: Visualization Enemies DONE	<ul style="list-style-type: none"> Display enemies 	@simone Golinucci	Medium	1	1h	Done	Yes
	 MYR-52: Bouncing on	<ul style="list-style-type: none"> Manage angle and intersection 	@simone Golinucci	High	2	19h	Done	Yes

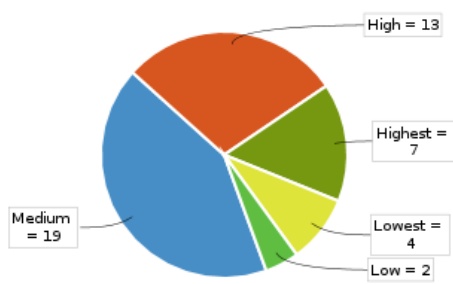
Burndown Chart



Overall status



Priority



Issue Type

Edit

