Sprint Review 3 - 27/09/2020

Date	Sep 27, 2020
Issues	MYR-5: Foraging DONE MYR-45: Ant birth/death DONE MYR-6: Patrolling DONE
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

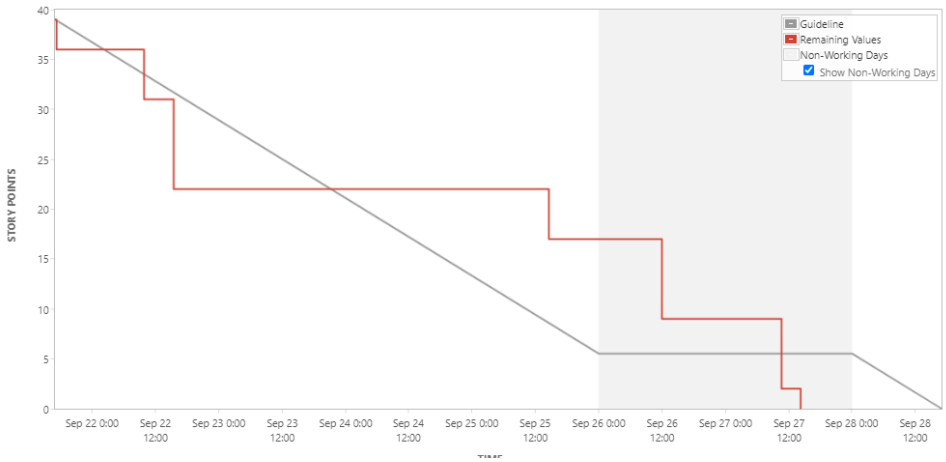
User Story Goal :

- 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	Estimated Story Points	Actual Hours	Current State	Will Den te
MYR-5: Foraging DONE	MYR-16: Ant picking food and go anthill DONE	• 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	20h	Done	Yes
	MYR-14: Pheromones (foraging) state DONE	• Create pheromone • Method for gradient descent of pheromone	@Matteo Magnini	Medium	3	5 h	Done	Yes
	MYR-50: Ant follow pherormones DONE	• Environment know all the pheromone • Environment tell to all ants where pheromones are	@Martina Cavallucci	Medium	5	8h	Done	Yes
	MYR-51: Visualization	• Display pheromones and its	@Martina Cavallucci	Medium	2	6h	Done	Yes

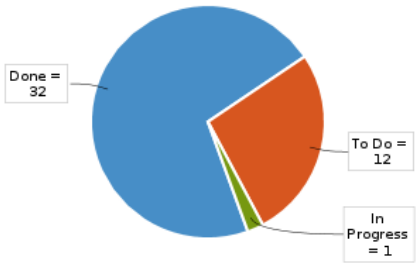
	Pherormones DONE	intensity					Edit	
MYR-45: Ant birth/death DONE	MYR-46: Natural creation from anthill DONE	• Ants birth in a random way • Manage higher number of ants in environment	@Linda Guiducci	Medium	2	3 h	Done	Yes
	MYR-48: Ant death by energy run out DONE	• When ants energy finish they die • Manage lower number of ants in environment	@Linda Guiducci	Medium	3	5h	Done	Yes
	MYR-49: Ant death by fighting DONE	• Handle fights between ants and enemies • Display fight and outcome • Find strategy to determine loser of fight	@Linda Guiducci	Lowest	5	16h	Done	Yes
MYR-6: Patrolling DONE	MYR-20: Enemies DONE	• Create enemies • Manage random walk	@simone Golinucci	Highest	8	2h	Done	Yes
	MYR-53: Visualization Enemies DONE	• Display enemies	@simone Golinucci	Medium	1	1h	Done	Yes
	MYR-52: Boucing on obstacle DONE	• Manage angle and intersection point between entity and obstacle	@simone Golinucci	High	2	19h	Done	Yes

Burndown Chart

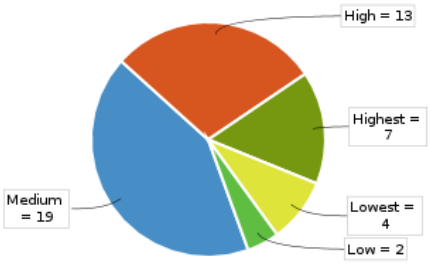
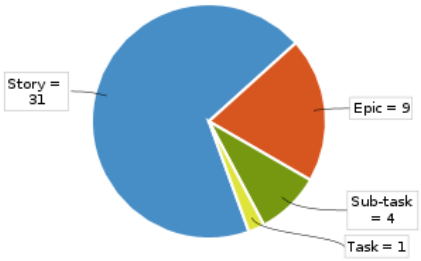


Overall status

Edit



Priority



Issue Type